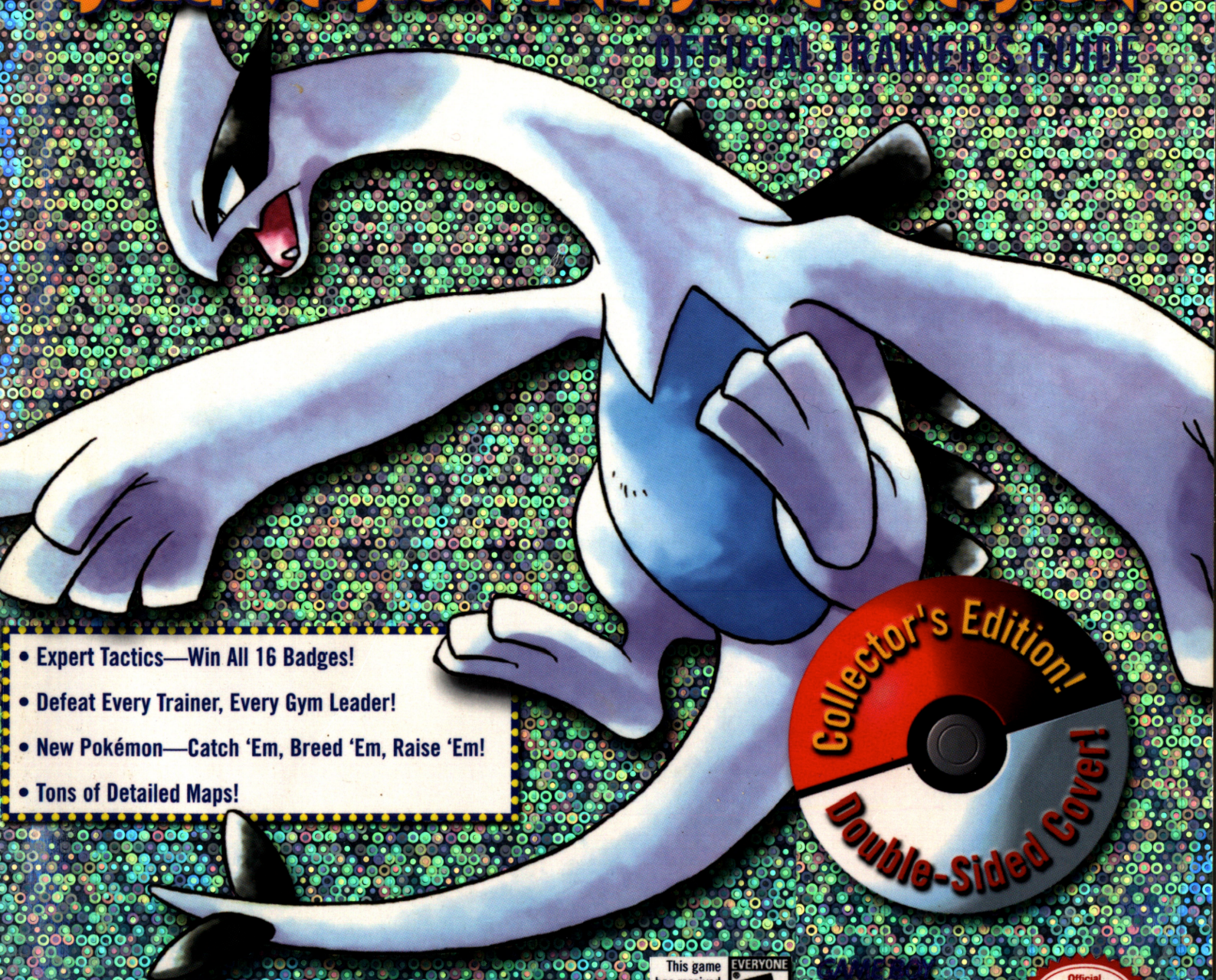


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POKÉMON

gold version and silver version

with all trainer's guide



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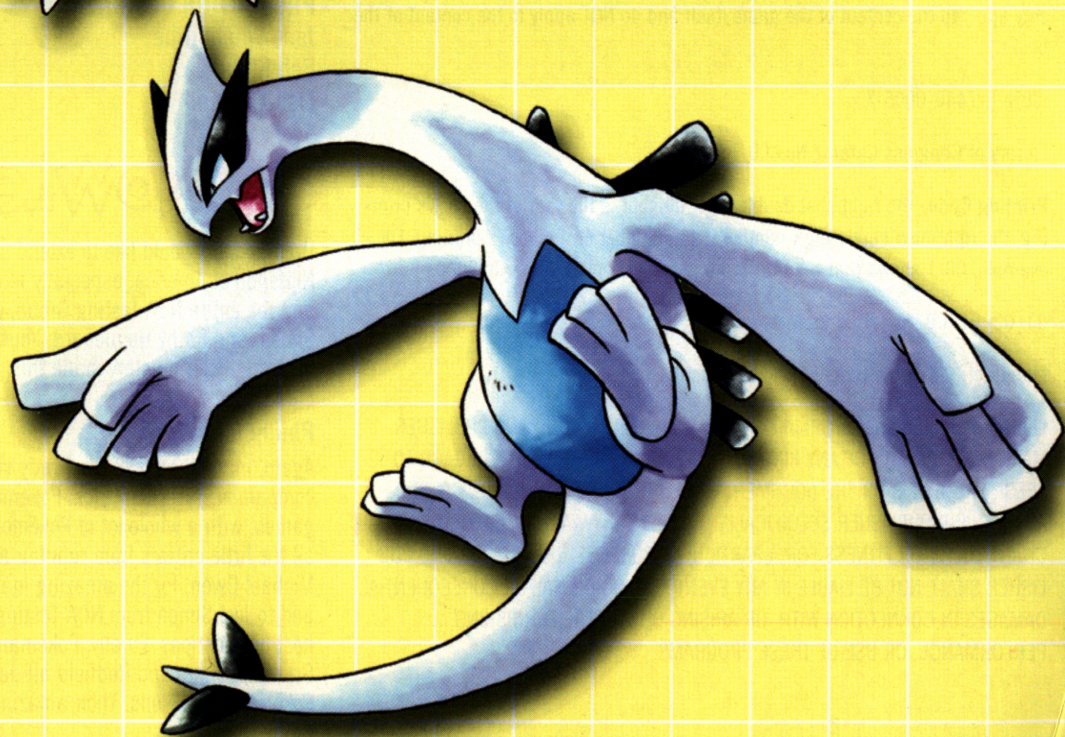
POKÉMON[®]



**gold version &
silver version**

OFFICIAL TRAINER'S GUIDE

by Phillip Marcus





Gold Version & Silver Version

Official Trainer's Guide

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Pokémon® Gold Version and Silver Version

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Phillip Marcus

Again, many thanks to the Brady staff, and of course, my battle companion, Tim Fitzpatrick. Pokémon Gold and Silver are very big games, with a whole lot of Pokémon, and Tim's editorial powers kept all the little critters from running amok. Two special thanks: to Michael Owen, for the amazing maps you see throughout the guide, and to Joel Simon from NOA Testing, who patiently answered our host of questions. Finally, Pokémaniacs NiOXiN, Mjollnir, Rush, Grunt, Masaka, and Redfield all deserve mention for being true Pokémon champions. Their amazing Pokémon powers are an inspiration to us all.

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pokémon trainer basics

How do you raise Pokémon? What's the best way to catch them? Breeding? Fighting? Everything you want to know about the care and feeding of your favorite Pokémon is in this chapter.

catch 'em ALL!

Gold and Silver add a bunch of new Pokémon to the already sizable roster from Red, Blue and Yellow. You face a long journey to master eight new badges and find every new Pokémon, and we'll help you on your way.

You'll find Pokémon in the wild, through trading, using certain items, and now you have the ability to make new Pokémon through breeding. Also, a new list of Technical and some Hidden Machines awaits you, providing more opportunity to customize your favorite team.

Note

Many of the older Pokémon cannot be found in Gold or Silver, and as before, you'll need a friend (or three or four) with different colors to catch every Pokémon.

trading

Trading is absolutely necessary if you want to catch every single Pokémon, and you'll find it useful for quickly raising Pokémon as well. The 1.5X experience bonus on traded Pokémon means you can assemble a high level team in less time than it would take with normal Pokémon.

Note

Your Pokémon will be a little bit weaker if you raise traded Pokémon from a low level—more on this a bit later.

#61 poliwhirl



Note

You can get Poliwhirl to become a pure Water Pokémon. Trade a Poliwhirl with a King's Rock attached and watch what happens.



evolution

New stuff? Yup, new pre-evolutions of your old favorites exist now (Pichu?), and a few Pokémon have new evolutions. The pre-evolutions are young forms of certain Pokémon, which you can get by breeding the right Pokémon. There are two new Pokémon you can get by using a new type of stone (Sun), and a few Pokémon that evolve by having a certain equipped item when traded.

gold or silver?

Up to you. Each game has six exclusive Pokémon (ten when you include evolution), but both versions can catch #250 Ho-oh and #249 Lugia—with a bit of work.

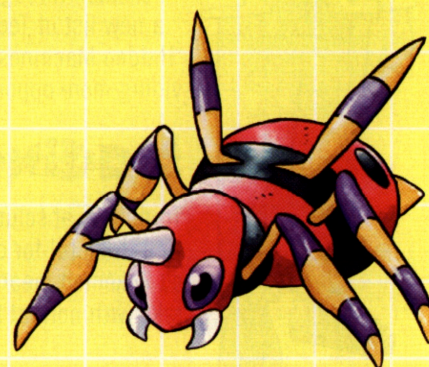
There are a few other minor differences. The Game Corner has different Pokémon prizes, and the actual in-game picture of Pokémon is slightly different in each version—a Zubat will be posed one way in Silver, another in Gold. Finally, how many of a given Pokémon appear in a specific area varies between the two versions, but that just means you'll have to spend a bit more time hunting, not that you can't catch them.

gold ONLY

#167		Spinarak
#58		Growlithe
#56		Mankey
#207		Gligar

silver ONLY

#165		Ledyba
#52		Meowth
#37		Vulpix



catch 'em?

There isn't much to catching Pokémon, especially if you've already played Red, Blue, or Yellow. Just get into a fight with a wild Pokémon by wandering around in the grass or water, knock its HP into the red, and throw a Poké Ball of your choice. If you can paralyze, put to sleep, or otherwise inflict a status ailment on your target, it will be easier to catch.

Pokémon can be found in other places as well. In addition to finding wild Pokémon in the grass or surfing on the water, you will occasionally have the opportunity to trade with trainers in the single-player game. Furthermore, you can use Headbutt to knock some Pokémon out of trees, Rock Smash to break rocks and find Pokémon beneath them, and fishing poles to catch them in any body of water. It is also possible to get new Pokémon by trading old favorites with an item attached, by defeating a trainer, by taking good care of your Pokémon while you raise them, and by breeding them.

Note

It is not impossible to catch a Pokémon with full or near full health—it's just more difficult. With enough patience, a Pokémon can be caught with just about any type of ball.

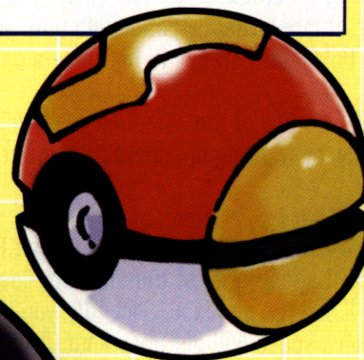
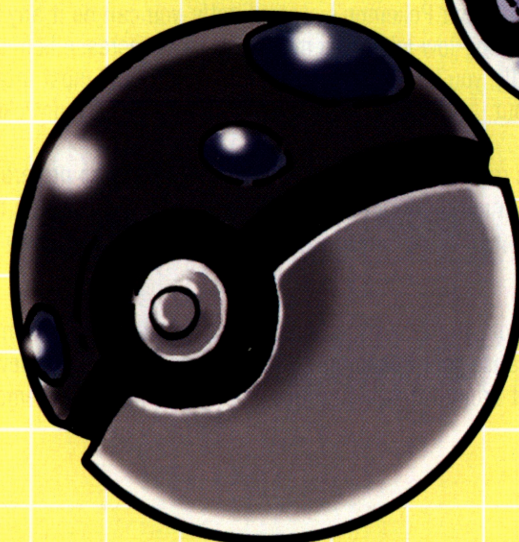
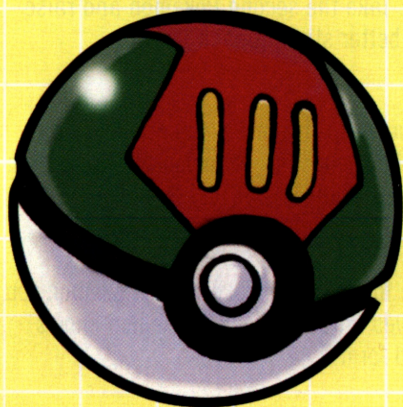
pokemon trainer basics

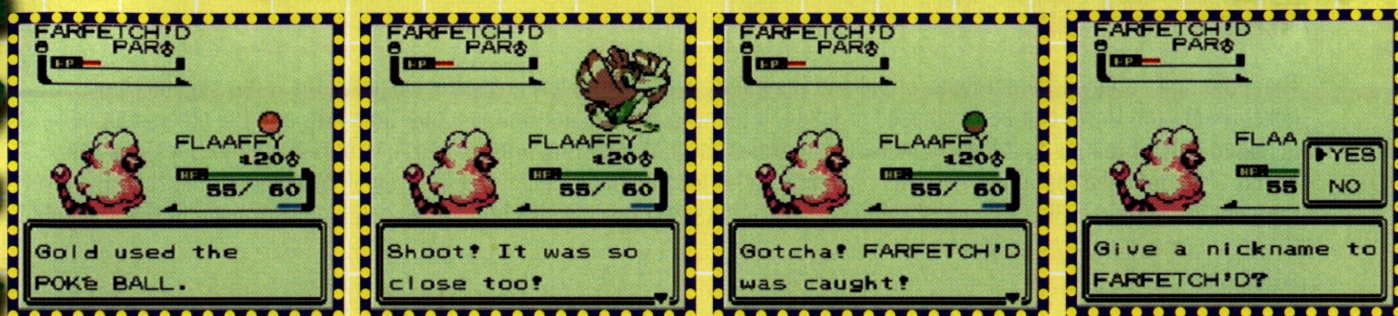
Use the Right Ball

There are quite a few different types of balls in the game, with varying levels of effectiveness. The three 'regular' balls, Poké, Great, and Ultra, can be purchased or found in the wild. The Master Ball is a one-time gift, and the others can be acquired only by talking to a man named Kurt in Azalea Town. If you bring him colored Apricorns (found in trees), he will spend a day to make you a new ball. His balls are useful for catching a more specific type of Pokémon, rather than the level range of the normal balls. It is not absolutely essential that you use his special balls to catch any Pokémon in the game, but they can come in handy in certain situations.

A BALL for every purpose

Poké Ball Type	Notes
Poké Ball	Cost ¥200, least effective ball
Great Ball	Cost ¥600, medium effectiveness
Ultra Ball	Cost ¥1200, most effective purchasable ball
Master Ball	One in existence, catches any Pokémon with one throw. You can also win one if you match all five numbers in the Lucky Number Show, but the odds aren't very good.
Lure Ball	Catches a Pokémon you have fished up with a rod. Blue Apricorn.
Fast Ball	Catches very quick Pokémon (try one on Abra). White Apricorn.
Love Ball	Catches opposite gender Pokémon. Pink Apricorn.
Moon Ball	Catches Normal-type Pokémon or Pokémon that have been evolved using the Moon Stone. Yellow Apricorn.
Heavy Ball	Catches extremely heavy Pokémon. Black Apricorn.
Friend Ball	Catches Pokémon more effectively if your Pokémon likes you. Green Apricorn.
Level Ball	Catches lower level Pokémon. Red Apricorn.





raise 'em!

So you've caught your Pokémon, now what do you do with it? First, decide if you want to keep it in your party or not. Does it fill a type you are missing? Or is it simply a Pokémon you want to try to raise?

Experience Points

If you decide to keep it in your party, you need to start getting it experience points. There are a couple of ways to do this. First, Pokémon gain experience by being involved in battles. You can put the Pokémon that you want to build up at the front of your party and fight with it. Or, if it is too weak to face the Pokémon you are fighting, put it in front and switch to a different Pokémon immediately. Using this method, it will at least gain a share of the experience points for every battle. This is a great way to raise a Pokémon without continually returning to Pokémon Centers to heal fainted low level members of your party.

Later in the game you will acquire an **Exp. Share**, which, if equipped on a Pokémon, will give that Pokémon experience in combat, even if it didn't fight! This means you can safely stick a low level Pokémon at the back of your party and fight high level opponents to give it experience quickly and safely.

Balancing Level and Stats

There is one small problem with raising a low level Pokémon to a much higher level quickly: it will not be as strong as if you carefully level it up by facing Pokémon around its level. Why? Because your Pokémon do not just gain experience points and levels, they also gain stats. Every time your Pokémon is in a fight with another Pokémon and you defeat it, your stats get a very slight boost. This isn't really noticeable until you gain a level. If one of your Pokémon is gaining a level (or more!) every single battle, that Pokémon's stats will not have a chance to grow.

Want proof? Take two of the same low level Pokémon and raise one quickly to level 25 or so. Take the second Pokémon and raise it more slowly, by fighting opponents around its level. The second Pokémon will have much better stats at each level.

The Stat Workout

There are two neat things about growing your Pokémon's stats. Firstly, you can do it any time, even if your Pokémon is at a very high level. Just spend a lot of time fighting low level Pokémon; your stats increase behind the scenes, so when you finally do gain a level, you'll see the increase. Secondly, you can influence which stats get the most attention. Fight lots of fast Pokémon and your Pokémon's speed will get a workout, fight lots of high attack Pokémon and your Pokémon's attack will get the boost.

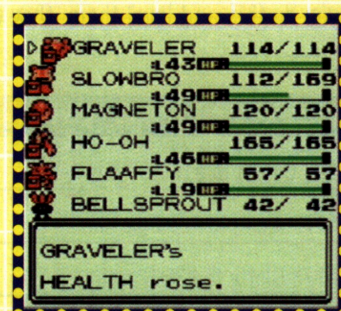
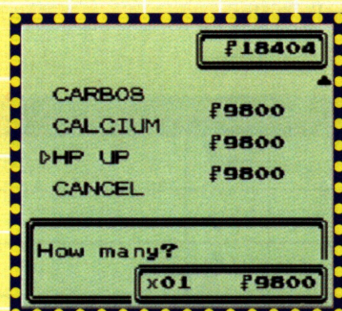
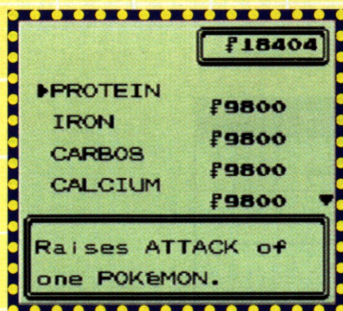
This stat exercising is also part of the reason that catching low level Pokémon is preferable to high level Pokémon—Pokémon you raise yourself from a low level will be much more powerful. The other reason is that the moves an evolved wild Pokémon knows may not be the moves you would have picked yourself by leveling it from a young, unevolved form.

Trading Bonus: Blessing or Curse?

One last tip about leveling your Pokémon: the 1.5X experience bonus for traded Pokémon looks great, and it is, unless you want to really push your Pokémon's stats. Because your Pokémon will level faster, it will be in fewer fights between levels, meaning fewer stats exercised. Of course, you can get around this by fighting plenty of low level Pokémon before you go to gain a level.

pokémon trainer basics

Keep these stat thoughts in mind when you are raising your Pokémon. It is by no means necessary to laboriously fight dozens of low level Pokémon every single time you gain a level (though you could, and you'd wind up with some amazing stats). Reserve this kind of special treatment for a Pokémon you really love and want to be the best that it can.



Evolve 'Em!

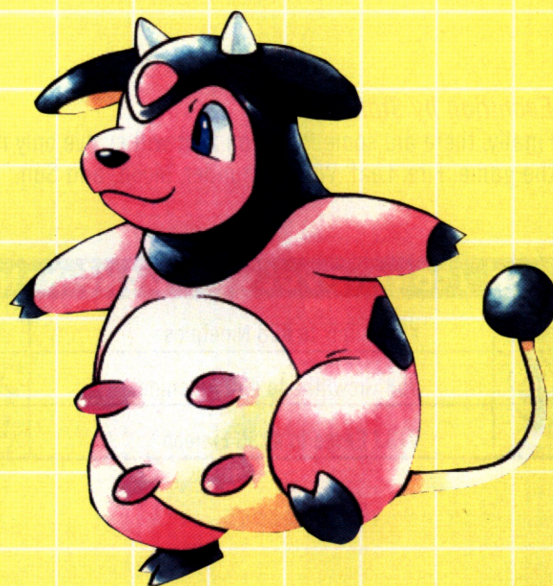
There is more to raising your Pokémon than simply leveling them. Under certain conditions, some Pokémon will evolve. In other words, they'll transform from a younger state to a more mature, typically more powerful, form. There are a lot of considerations to weigh before you evolve your Pokémon, however. Evolved forms have higher stats, but they almost always learn moves slower, and in some cases, they do not learn any new moves at all!

There are a few different ways to evolve your Pokémon. The most common is by level. When your Pokémon reaches a certain level, it will attempt to evolve. You can cancel this process by pressing the B Button during the animation. You can also prevent it permanently by equipping an **Everstone** on the Pokémon in question. This is useful if you know you want to raise your Pokémon to a certain level before evolving it, so you don't have to continually stop the evolution process.

Evolution through Trading

Another evolution method is trading, sometimes with an item attached. The following Pokémon evolve by being traded.

trade-evolved pokémon		
	#64 Kadabra to #65 Alakazam	
	#67 Machoke to #68 Machop	
	#75 Graveler to #76 Golem	
	#93 Haunter to #94 Gengar	
	#61 Poliwhirl to #186 with King's Rock	
	#80 Slowbro to #199 Slowking with King's Rock	
	#117 Seadra to #230 Kingdra with Dragon's Scale	
	#95 Onix to #208 Steelix with Metal Coat	
	#123 Scyther to #212 Scizor with Metal Coat	
	#137 Porygon to #233 with Up-grade	



Evolution through Taming

There are a handful of Pokémon that will evolve only if you take good care of them. That is, you must keep them in your party, use healing items on them, don't let them remain affected by a status ailment, give them haircuts at the Goldenrod City barber, and so on. If you do this and level them, they will eventually evolve.

taming-evolved pokémon			
	#42 Golbat to #169 Crobat		
	#172 Pichu to #25 Pikachu		
	#173 Cleffa to #35 Clefairy		
	#174 Igglybuff to #39 Jigglypuff		
	#175 Togepi to #176 Togetic		
	#133 Eevee to #196 Espeon (during the day)		
	#133 Eevee to #197 Umbreon (during the night)		
	#113 Chansey to #242 Blissey		

Espeon and Umbreon are special cases. Eevee will turn into Espeon if you evolve it during the day, and Umbreon at night. Also, a certain Pokémon will evolve at level 20 into Hitmonlee if its attack is higher than its defense, Hitmonchan if defense is higher than attack, and Hitmontop if attack and defense are equal. How to get them equal? Buy stat enhancers from the Goldenrod City Dept. Store and use them to adjust this Pokémon's stats as needed.

Evolution by Stone

Finally, there are some Pokémon that will evolve only if you use a special Stone on them. There are six types of Stones in the game: Fire, Leaf, Water, Thunder, Moon, and Sun.

fire stone-evolved pokémon		
	#37 Vulpix to #38 Ninetales	
	#58 Growlithe to #59 Arcanine	
	#133 Eevee to #136 Flareon	

leaf stone-evolved pokémon		
	#44 Gloom to #45 Vileplume	
	#102 Exeggcutte to #103 Exeggutor	
	#70 Weepinbell to #71 Victreebel	

water stone-evolved pokémon		
	#61 Poliwhirl to #62 Poliwrath	
	#120 Staryu to #121 Starmie	
	#133 Eevee to #134 Vaporeon	
	#90 Shellder to #91 Cloyster	

pokémon trainer basics

thunder stone-evolved pokémon

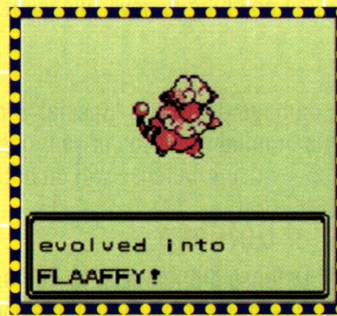
	#25 Pikachu to #26 Raichu	
	#133 Eevee to #135 Jolteon	

moon stone-evolved pokémon

	#35 Clefairy to #36 Clefable	
	#39 Jigglypuff to #40 Wigglytuff	
	#30 Nidorina to #31 Nidoqueen	
	#33 Nidorino to #34 Nidoking	

SUN stone-evolved pokémon

	#44 Gloom to #182 Bellossom	
	#191 Sunkern to #192 Sunflora	



stats?

So what about the Pokémon's stats? You know how to raise them (fight lots of low level Pokémon or use stat boosters), and you know how to check them, but what do they mean? Take a look at the following section for a rundown on each stat.

Note

You know about raising stats, but did you know that no two Pokémon have the exact same maximum stats? On a given Pokémon, each stat has a range from low to high, meaning that every Pokémon you catch in the wild will have slightly different stats in the end. The variation is not tremendous, but it could mean the difference between winning and losing a tough fight (especially when it comes to Speed). If you want to catch the strongest Pokémon of a single species, you will have to capture many of them and compare their statistics to choose the one you want to raise. You'll probably only want to do this for a Pokémon you are raising to battle in a multiplayer tournament, as you absolutely do not need to worry about stats too much in the single-player game.

		No. 082 149	
		MAGNETON	
		/MAGNETON	
			
ID No. 25708		ATTACK	80
OT/ Gold		DEFENSE	120
		SPCL. ATK	137
		SPCL. DEF	88
		SPEED	91

HP (Hit Points)

Hit Points keep your Pokémon conscious in battle. If your Pokémon's HP drops to 0, your Pokémon will faint, and you must swap in another Pokémon. Having a very high Defense or Special Defense rating can counter-balance a low HP value. You can also protect a low HP value somewhat by having the proper techniques to defend with. Conversely, a high HP value may not be enough if the Pokémon has a very low Defense or Special Defense.



Attack

Attack is used to determine the power of 'Physical' techniques: Normal, Fighting, Flying, Poison, Ground, Rock, Bug, Ghost, and Steel. It will directly impact the damage dealt when using techniques of those types, so keep an eye on this attribute when considering what techniques to teach a Pokémon.



Defense

Defense is the paired attribute of Attack, and protects you against the Physical techniques. A high Defense rating is useful when facing Pokémon you know will be using high-powered Physical attacks. Remember that it will do nothing against techniques that use Special Attack to determine their power.

Speed

Speed is a very, very important attribute for any Pokémon. It determines which Pokémon will go first in a given attack round, and that can determine who wins or loses a fight in a single attack. On the other hand, some Pokémon are strong enough on the defense that going second will not hurt them too badly (for example, Shuckle or even Slowbro). It can be dangerous when dealing with status attacks however, as getting put to sleep before you can do anything is never pleasant.

Special Attack

Special Attack affects the damage dealt with 'Special' techniques: Fire, Water, Grass, Electric, Psychic, Ice, Dragon, and Dark. Keep this in mind when you or your opponent is using techniques that raise Defense, rather than Special Defense—raising Defense will do nothing against a strong Special attack.



Special Defense

Special Defense did not exist in Red and Blue, but it is now a distinct attribute, allowing for even greater variation between Pokémon. It protects you against all of the Special type techniques that deal damage.

skills and techniques

Each of your Pokémon can learn up to four different moves, and the choice of what moves to keep is entirely up to you. As a general rule of thumb, you will want two different types of attacks, and two 'other' moves, usually a mix of at least one defensive and one special or status attack.

CONFUSION	PP 18/25
SURF	PP 7/15
AMNESIA	PP 20/20
DISABLE	PP 20/20
TYPE/	PSYCHIC ATK/---
Sharply raises the user's SPCL.DEF.	

Note

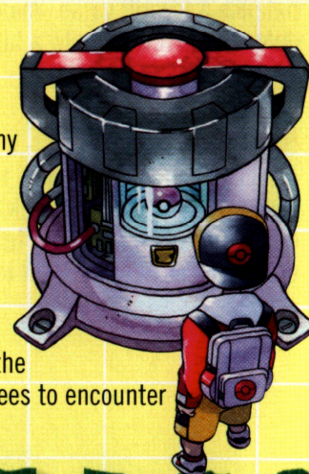
A very important point to remember when choosing attacks: a Pokémon using an attack technique that matches its type will deal either 1.5X damage (if a pure-type Pokémon), or 1.25X damage (if a dual-type Pokémon). As an example, Solar Beam is a 120 strength Grass attack. If Chikorita (a pure Grass-type) uses it, it will be a strength 180 attack, and if Vileplume (a dual Grass/Poison-type) uses it, it will be a strength 150 attack. This rule applies for every type except Normal; a Normal Pokémon using a Normal move does not get any special bonus.

The Machines

During the course of your travels, you will find both Technical and Hidden Machines. These items can be used on Pokémon to teach them new moves. The Hidden Machines can be used as many times as you want. But beware, the moves taught from HMs are difficult to remove. In Red, Blue and yellow, they were impossible to remove; now there is a man in Blackthorn City who will erase any move for you.

You can use Technical Machines only once, and with the exception of a few, they can only be found once in the entire game. Take this into consideration before you teach a TM to a Pokémon.

Finally, some TMs (Headbutt and Rock Smash) and all HMs can be used outside of battle to affect the world around you. For example, Surf allows you to surf across water, Headbutt allows you to bash trees to encounter Pokémon, and so on.



Note

Not all Pokémon can learn all HMs or TMs, so you'll have to experiment a little to find out who can learn what. Most of the time this is pretty logical (Water Pokémon learning HM03 Surf, for example). If you make a habit of saving your game before you teach TMs and HMs, you can always reset if you accidentally teach a move to the wrong Pokémon.

types

Gold and Silver add two new Pokémon types to the existing 15: Dark and Steel. Dark is excellent against Psychic threats, and Steel is tremendous defensively. For a complete breakdown of the types, take a look at the Pokémon Type Combat Chart in the *Pokémon Extras* chapter of this guide.

Your Pokémon's type (or types) affect how it takes damage from attacks, as well as what bonus it receives when using same-type attacks. The absolute best way to be victorious in battle is to use the proper type against your opponent: one that is resistant or immune to the types of attacks your opponent uses, and that has attacks that your opponent is weak against. As you play through the game, keep the Combat Chart handy and constantly refer to it. You will gradually begin to memorize the Pokémon types that you should use against any given opponent's Pokémon.

breeding

Located on Route 34, just south of Goldenrod City, is a familiar structure to players of Red, Blue and Yellow—a Day-Care Center. But this Day-Care is more than a little special. Inside are a man and a woman who will take care of your Pokémon. If you leave Pokémon with them, they will slowly gain experience as you walk around and continue your game. You can then return later to retrieve the higher level Pokémon—for a small fee, of course.

Note

Letting the Day-Care Center raise a Pokémon is very bad for its stats, of course. The Pokémon in question will gain absolutely no extra stat points while being raised in Day-Care. See the discussion on Balancing Level and Stats earlier in this chapter. Despite this drawback, the raising fee is minimal, and since you can work with only six Pokémon in your party at any given time, you may consider it worthwhile. It's your call.

There is another way to use your friends in the Day-Care Center. If you leave a male Pokémon and a female Pokémon of the same **type** and then return later, you might receive a Pokémon egg!

Carry this egg with you, and it will hatch into a new Pokémon! The parents will determine the new Pokémon's stats, as well as some of its moves. Breeding opens up enormous new opportunities for raising unusual Pokémon with interesting move sets, so remember to come back often and drop off new pairs of Pokémon.

Oh, and if you were wondering about baby Pokémon? They exist... Breed two Pikachu, Clefairy, Jigglypuff, Electabuzz, or Magmar, and you will receive the pre-evolution form of those Pokémon. These cute babies will re-evolve into their adult forms if you take good care of them.

Note

Breeding a female Pikachu, Clefairy, Jigglypuff, Jynx (only female Jynx exist in the game), Electabuzz, or Magmar with any male might also result in one of the babies. For example, by breeding a female Pikachu with a Ditto, you will probably get a Pichu.

suit your team to its purpose

In many ways the heart of the game, battling your Pokémon against wild Pokémon, trainers, and other players is the best way to test out your Pokémon raising skills. Putting together an effective team is a two-part process. First, you need to think carefully about the team you want to have, and then you have to catch and raise the Pokémon properly. Keep in mind that the team you'll use for trainer battles in the single-player game will probably be different from the one you'll use for simply catching wild Pokémon. And the team you'll use for multiplayer battling will probably be different from either of those, as well.

Your Single-Player Team

For the single-player quest, don't hesitate to switch Pokémon around a lot. Typically, you'll find Pokémon that will be useful against upcoming gym leaders just before you encounter them. And you will often find higher level wild Pokémon that will fill your team nicely for one specific area. For example, you may consider swapping in a wild Magnemite just before you enter Route 40 and 41, which are pure water areas with pure water Pokémon attacking you.

Your Pokémon-Catching Team

For catching Pokémon, your team will vary depending on what you are trying to catch. Does your target run away quickly? Mean Look and other trapping skills will prevent your mark from escaping easily. Does it have very high Hit Points? Put it to sleep and whittle it down. A mix of Pokémon with status attacks and some that are simply powerful is usually your best choice. It is easier to catch Pokémon that are under the effects of status ailments, and it's also easier to knock them down into the red. Having the strong Pokémon around as backup will allow you to inflict or receive lots of damage if necessary.

Your Multiplayer Team

Finally, your multiplayer team will require the most time and effort to put together. You'll need to think carefully about a lot of factors. Are you playing in some restricted format, for example, no Pokémon over level 25? Are you facing only a few other friends? Do you know that certain Pokémon are very popular where you play? Consider what you know about your opponents and craft your team accordingly.

Your team is also going to be a reflection of what you like about some Pokémon. Different people prefer different Pokémon, and with the immense number to choose from now, you can construct an absolutely huge number of effective teams. Also, beyond simply creating an effective team, themed teams are very possible, as are teams made up entirely of favorites, or with unusual restrictions placed on the raising of the Pokémon. The choices are yours, and the only important point is to enjoy yourself!

to battle!

Attacking

You can't win any fights without attacking, and you'll have a much harder time of capturing Pokémon if you don't knock them down in HP a bit, so what should you be using? If you want a quick KO, hit your challenger with opposing type attacks delivered from a Pokémon of the same type as the attack. For example, to maximize your attack when fighting against a Fire-type, like Quilava, use a pure Water-type Pokémon, like Croconaw. Furthermore, use a Water technique, like Surf. This combination will inflict extremely heavy damage, probably knocking out the opposing Quilava in one hit.

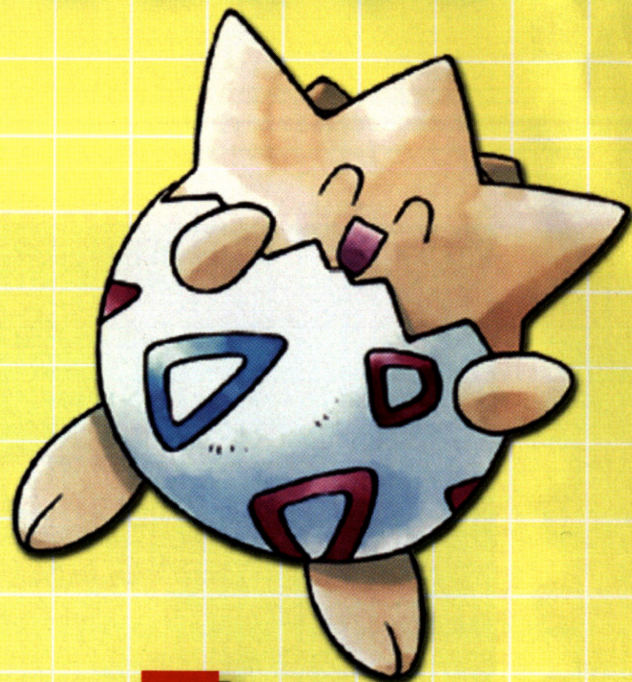
You'll have to modify your strategy if you are trying to capture a Pokémon rather than knock it out. First off, you may want to use debilitating attacks like Sleep, Paralyze, or Confuse. Then hit it with controlled attacks. Normal techniques, which do not have a same-type bonus, or moves like Sonicboom, which inflict a set amount of damage, are good examples. Once you've whittled your opposition down to the HP red zone, start throwing Poké Balls!

Switching

Knowing when to switch your Pokémon is extremely important. Remember that if you switch a healthy Pokémon out, you give your opponent a free attack. This is not a good idea. In many cases, even if one of your Pokémon is losing the fight badly, it is a better idea to let it get knocked out—when you bring in the next Pokémon, the round will start fresh. Remember that when you knock out an opponent's Pokémon, you will have the opportunity to switch Pokémon. Use this occasion to switch to a type that will defeat your opponent's Pokémon easily.

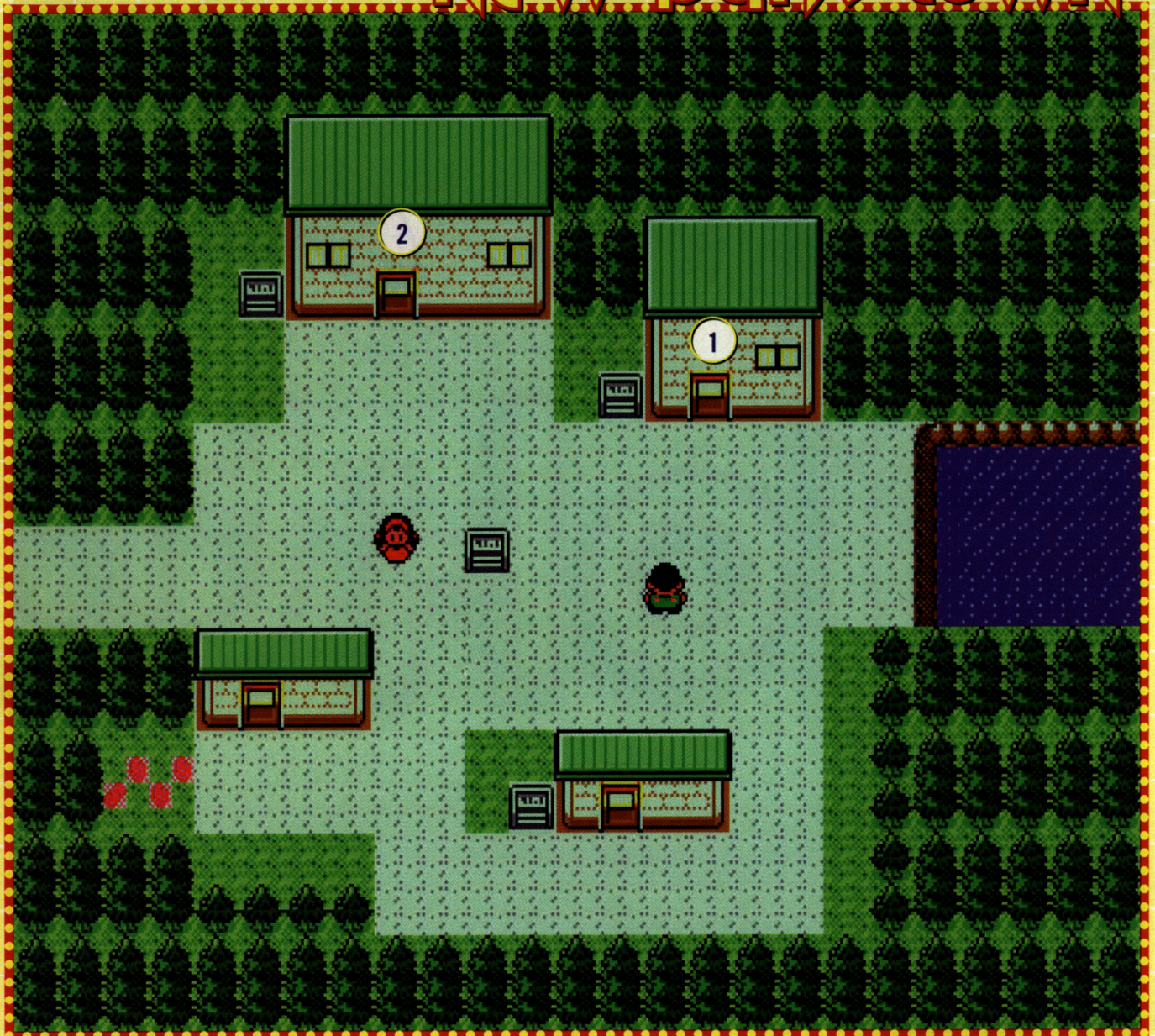
Hold Items

New to Gold and Silver are hold items, which your Pokémon can use in battle. Berries represent one type of these items. Your Pokémon will use them when they are knocked below a certain HP level or if they're hit with the status condition that the berry heals. Other items provide constant benefits, increasing the damage of certain types of techniques, giving a chance for your Pokémon to always go first, flinching your opponent, or even healing your Pokémon every round. When you are adjusting your team in a Pokémon Center, spend the time to equip appropriate items on your Pokémon.



jolito

New bark town



1 Your House

Your journey begins here, at your house in New Bark Town. Your first task is to visit Professor Elm in the building just to the left of your house and talk to him about the new Pokémon. First things first, though: head downstairs and talk to your mom. She'll provide you with your **PokéGear**—a combination wristwatch, telephone, and more.



You can look around your house a bit more if you wish, but the only other useful items here are your PC and the Town Map in your room.

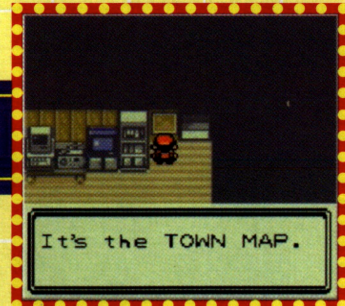


Note

Your PC will come in handy later when you are shuffling many Pokémon and items around. During your travels, you will find PCs scattered across the land; use them often to stay organized. It's much easier to keep your Pokémon and items sorted if you start early.

Note

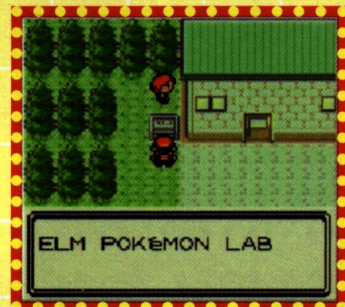
You'll acquire your own map shortly, but you can use the one in your room to take a look at the land you will be exploring.



Once you're done looking around, leave your house and walk over to Professor Elm's Pokémon Lab.

2 Prof. Elm's Pokémon Lab

The Professor has been waiting for you. He needs you to go visit Mr. Pokémon and ask him about his new discovery to aid in ongoing Pokémon research. He won't send you alone though—you get to choose your first Pokémon! Walk over to the table and take a look; you've got three choices. As with Pokémon Red and Blue versions, there is one representative each from Fire-, Water-, and Grass-types available as your first travelling companion.



New pokémon

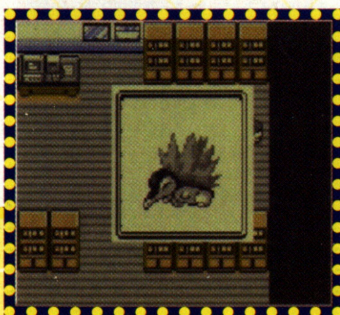
#155 cyndaquil

A pure Fire Pokémon, Cyndaquil is a strong initial choice, roughly equal in capability to Totodile for strengths and weaknesses. Cyndaquil clocks in weak against Water, Ground, and Rock attacks, and strong against Fire, Grass, Ice, Bug, and Steel attacks. It naturally learns three different Fire attacks and a handful of Normal moves, also primarily attacks.

type 1:	Fire
type 2:	N/A
Height:	1'8
Weight:	17

evolution

#156 Quilava (Level 14)
#157 Typhlosion (Level 36)



#155 cyndaquil



#156 quilava



#157 typhlosion



New pokémon

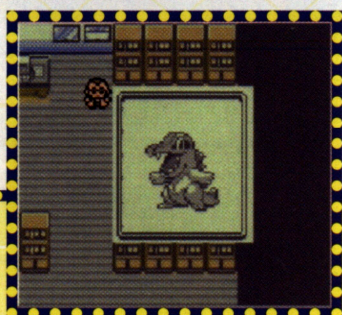
#158 totodile

Your Water option, Totodile, is very promising, with a good selection of moves. These include a Dark attack, powerful Water attacks, and few decent status attacks. Totodile also sports a good set of strengths and weaknesses: strong against Fire, Water, Ice, and Steel attacks, weak against Electric and Grass.

type 1:	Water
type 2:	N/A
Height:	2'
Weight:	21

evolution

#159 Croconaw (Level 18)
#160 Feraligatr (Level 30)



#158 totodile



#159 croconaw



#160 feraligatr



New pokémon

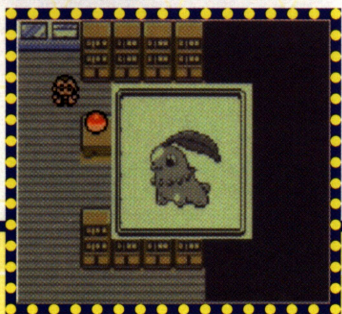
#152 chikorita

Representing Grass, Chikorita has an excellent selection of moves (an early Grass attack and good defensive moves), but also carries the mixed blessing of some of the best strengths and worst weaknesses of any type. Strong against Water, Electric, Grass, and Ground attacks, Chikorita is also weak against Fire, Ice, Poison, Flying, and Bug attacks. If you don't mind switching Pokémon often, Chikorita makes a good choice.

type 1:	Grass
type 2:	N/A
Height:	2'11"
Weight:	14

evolution

#153 Bayleef (Level 16)
#154 Meganium (Level 32)



#152 chikorita



#153 bayleef



#154 meganium



route 29

After you've made your decision, you'll have the option of naming your new friend. Whatever you decide, Prof. Elm will give you some advice and his phone number, and then you're off to Route 30. On the way out, his assistant will hand you a **Potion**. Use it on your Pokémon if it gets hurt while you travel to Cherrygrove City. Route 30 is located north of Cherrygrove City, and Mr. Pokémon is waiting for you in his home there.

Note

Many important people you meet will give you their phone numbers, and you can call them occasionally to receive advice. Sometimes they will call you with important information, but for the most part, you won't need to worry about checking your phone—critical calls come in automatically.

tip

Professor Elm will tell you about the Pokémon healing station after you pick your companion; keep this advice in mind. Anytime you want to gain some levels for your Pokémon, find a nearby Pokémon Center (or any place with a healing station) and fight your battles in the surrounding areas. Then come back when your Pokémon have acquired a few too many nicks and bruises.



Head out of New Bark Town along the path to the west. You'll enter Route 29, your gateway to Cherrygrove City.

route 29



on the way to cherrygrove city



A quick run through some Pokémon-infested grasses will get you to Cherrygrove City.

There isn't much of interest on this route, barring a junction building midway along the path that leads north to Route 46. However, Route 29 introduces you to your first Pokémon battles. While walking through the grass, you'll be accosted by a variety of low level Pokémon, with some old faces and a few new ones confronting you. The specific Pokémon types will change depending on the time of day.

1 Your First Pokémon Battles

You don't have any extra Pokémon right now, nor can you capture any of the wild Pokémon roaming this area, as you do not have any Poké Balls yet. What you can do is gain some experience for your starter Pokémon. This is not absolutely essential; you can head directly west and reach Cherrygrove City with no real difficulty (just keep using your basic attack on any Pokémon you face). However, if you spend a bit of time looking around, you'll get into several fights, which will toughen up your new companion a bit.

Note

Remember that you can go back to Professor Elm's Pokémon Laboratory and heal if you need to, but don't worry too much about getting hurt; your Pokémon can heal itself with the Berry it is carrying and you have a Potion if you get really damaged.



New pokémon

#161 sentret

A Normal-type, Sentret is a cute and fuzzy Pokémon that learns primarily Normal attacks, though later it does learn a pair of useful Psychic abilities. Sentret will evolve into Furret at level 15, though you should wait to evolve it until it gains the Psychic abilities; Furret never gains them, and the only new ability Furret gains comes at level 80(!).

type 1:	Normal
type 2:	N/A
height:	2'7"
weight:	13

evolution

#162 Furret (Level 15)

#161 sentret



#162 furret



#16 pidgey

A Normal/Flying-type, Pidgey hasn't changed much since its appearance in Red, Blue, and Yellow. At this low level, it isn't a threat to your Pokémon.

type 1:	Normal
type 2:	Flying
height:	1'
weight:	4

evolution

#17 Pidgeotto (Level 18)

#18 Pidgeot (Level 36)

#16 pidgey



#17 pidgeotto



#18 pidgeot



cherrygrove city

2 Talking and Walking

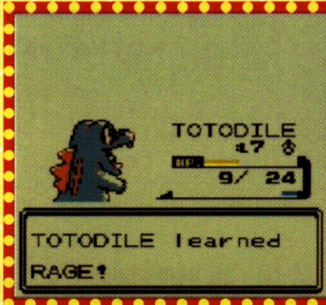
If you look around a bit in the northeastern grass, you'll find a Poké Ball containing a **Potion**.

Note

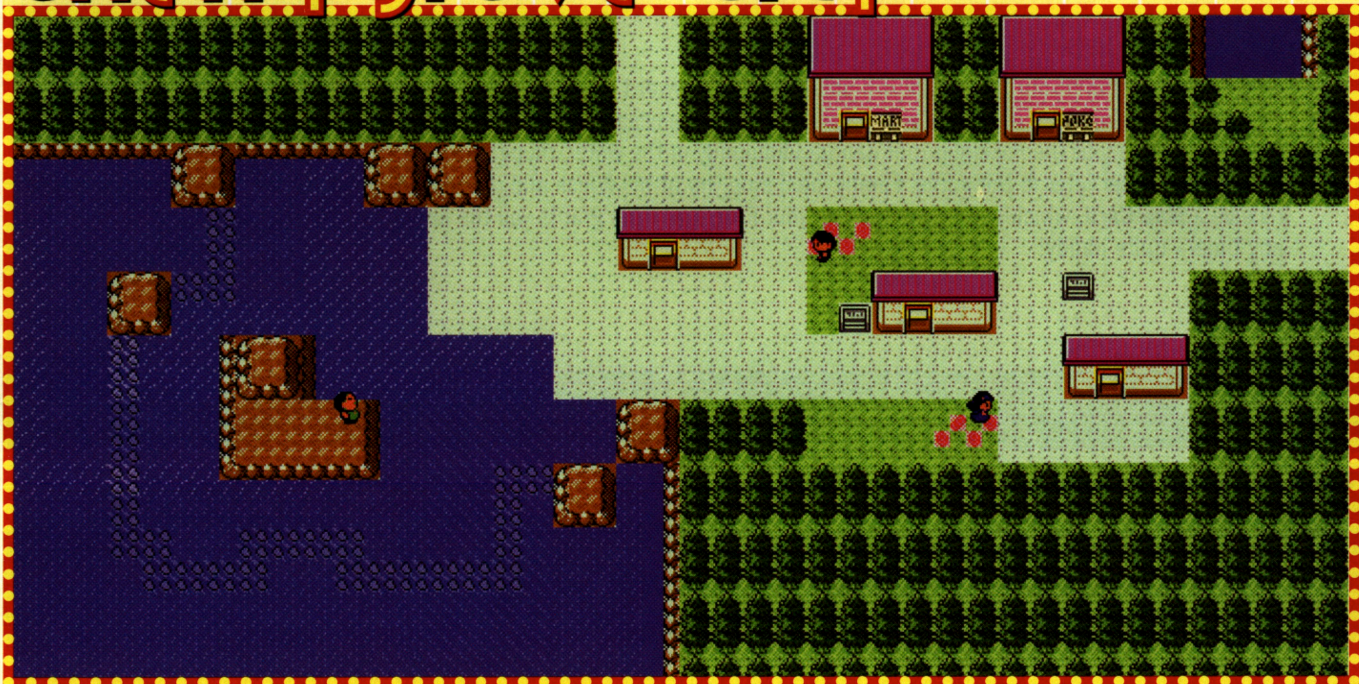
*If you check near the middle of the route on Tuesday, you'll meet Tuscany, who will give you a **Pink Bow**, a hold item that powers up your Normal attacks.*

	ATTACK	13
	DEFENSE	13
	SPCL. ATK	12
	SPCL. DEF	12
	SPEED	11

The tree in the northwest has a **Berry** for you to pick, and there are a few friendly souls in the area that will give you advice if you ask. Once you're tired of fighting, or you feel you've gained enough levels, head west and enter Cherrygrove.



cherrygrove city



pokémon MART

Item	Cost
Poké Ball	¥200
Potion	¥300
Antidote	¥100
Parlyz Heal	¥200
Awakening	¥250

Tour of the Town

A pleasant old man will greet you upon your arrival to the town, and he'll ask if you'd like a tour. Answer yes, and he'll show you the various sites around the town.



Pokémon Center

First he'll take you to the Pokémon Center in the northeast of town. In Pokémon Centers, you can have your Pokémon healed; bring in Pokémon from Red, Blue, or Yellow through the Time Capsule; battle your friends in the Colosseum; and use the public PC. You'll find Pokémon Centers in every town along the way, and Pokémon healing stations in a few other places.

Pokémon Mart

Next up is the Pokémon Mart—all items bought and sold. Occasionally other trainers will hang out inside and give advice for free. When you need to re-supply, and some of your hard-earned cash is burning a hole in your pocket, this is the place to go. You can't buy Poké Balls just yet, however—you need to go talk to Mr. Pokémon first.

More Cherrygrove City

A few steps west and your tour guide will point you north toward Route 30. He'll mention the trainers you will face along the way, then it's over to the ocean on the west edge of town. He talks about the Pokémon that can be found only in the water, though he doesn't mention that you will be able to Surf onto water later in the game. Finally, he'll stop you at his house and offer you a gift. Accept his offer, and you'll receive a **Map Card**, which will be placed into your PokéGear. This grants you the ability to view a Town Map at any time—quite handy!



Note

Your PokéGear is customizable; during your travels you will discover Cards that can be used to give your PokéGear more features.

Note

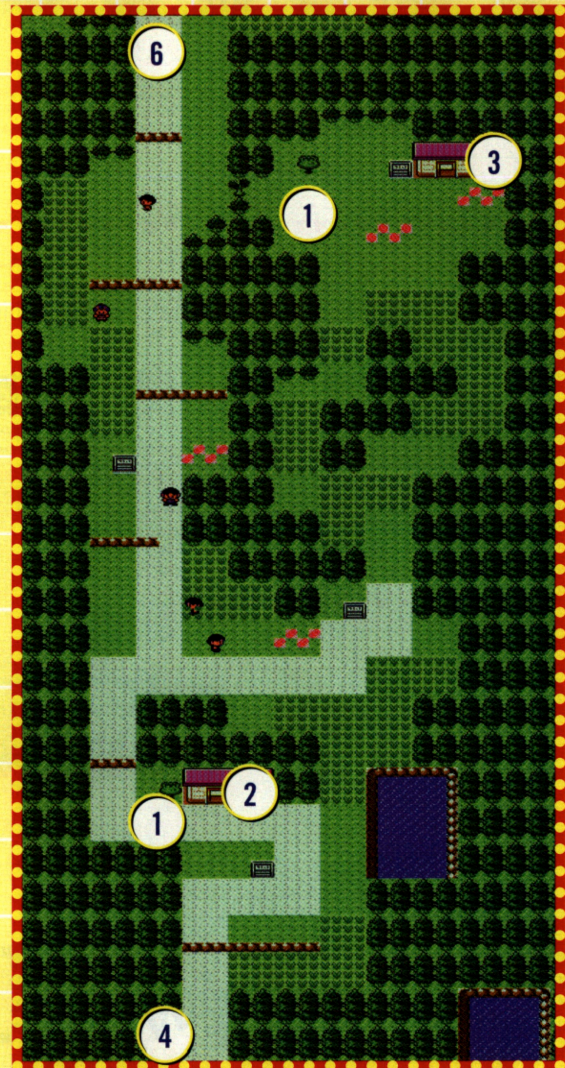
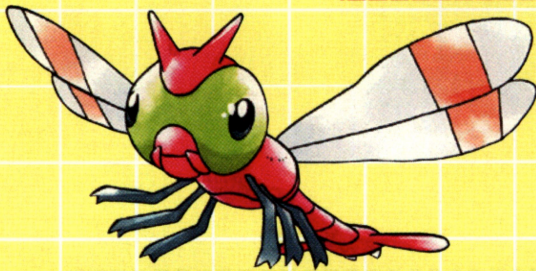
*When you get the ability to Surf (later in the game), come back here and Surf over the pond to the man on the rocks—he'll give you **Mystic Water**, a hold item that increases the attack power of Water moves.*

There isn't anything for you to do here right now, and you've got your task to finish, so go ahead and head north to Route 30.

route 30

Items of Interest and Mr. Pokémon

Mr. Pokémon awaits your visit. Travel up through the grass on the right (east) side of the trail, and you will reach Mr. Pokémon's house. You'll run into some more wild Pokémon here; don't hesitate to go back to Cherrygrove City and heal up at the Pokémon Center if you feel the need.



New pokémon

#163 Hoothoot

Another Normal/Flying Pokémon, Hoothoot is a nocturnal creature boasting a mix of Normal and Psychic abilities, with a single Flying attack available naturally. Evolving to Noctowl at level 20, it joins the likes of Pidgey and Spearow as early flyers.



type 1:	Normal
type 2:	Flying
Height:	2'4"
Weight:	47

evolution
#164 Noctowl (Level 20)



#163 Hoothoot



#164 Noctowl



#19 rattata

The mousy Normal-type, Rattata, learns nothing but Normal abilities, and eventually evolves into the slightly stronger Raticate at level 20.

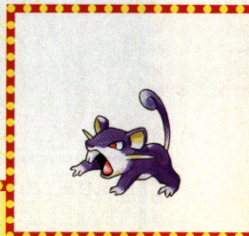
type 1:	Normal
type 2:	N/A
height:	1'
weight:	8

evolution

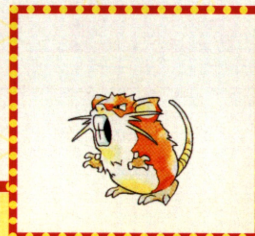
#20 Raticate (Level 20)



#19 rattata



#20 raticate



new pokémon

gold version only

#167 spinarak

A new Bug/Poison Pokémon, Spinarak learns attacks familiar to users of other Bug- and Poison-types, at least early on. Level it up a bit however, and you'll discover some interesting differences. A new Bug attack that prevents opponents from running (handy for those annoying single-round-retreating Pokémon), and if you evolve it into Ariados at level 22, Psychic.

type 1:	Bug
type 2:	Poison
height:	1'8"
weight:	19

evolution

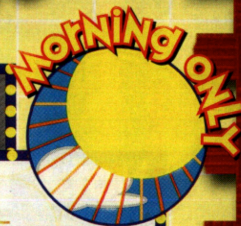
#168 Ariados (Level 22)

#167 spinarak



#168 Ariados





New pokémon

SILVER VERSION ONLY

#165 Ledyba

The Bug/Flying Ledyba actually learns some very nice Normal moves and some decent status-affecting techniques, as well. Ledyba evolves into Ledian at level 18, gaining a good stat boost.

type 1:	Bug
type 2:	Flying
Height:	3'3"
Weight:	24

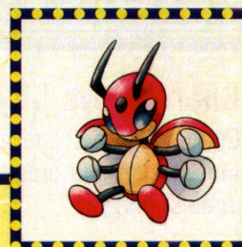
evolution

#166 Ledian (Level 18)

#165 Ledyba



#166 Ledian



1 Trees!

If you look around a bit on the way to Mr. Pokémon's place, you'll find a pair of trees that will give up a **Berry** and a **Pscureberry**—the first is by the small house at the beginning of the path, the other is next to Mr. Pokémon's house.



2 Pokémon Food

In the small house near the pond is a man who will give you a **Berry** if you talk to him. He talks about giving items to Pokémon for use in battle.

Note

There are many different items available that your Pokémon can use. The simplest, Berries, are items that your Pokémon can use to heal themselves during battle. In other words, if one of your Pokémon is holding a Berry, you won't have to use a turn healing it; the Pokémon will use it on its own at the appropriate time! Other, more rare items will increase the damage of certain attacks, cause evolutions while trading, and many other effects. Keeping your weaker Pokémon equipped with healing items while you level them is a good idea, as the items are common and it's better to use up a Berry than go back to town and revive a fainted Pokémon. These items are noted in your Pack by their descriptions, which indicate "HOLD."



3 Mr. Pokémon, I Presume?

Continue up the trail and you'll find the left path to Route 31 blocked by two trainers having a battle. No problem, you can come back later. Go up the right to reach Mr. Pokémon's house. When you go inside, he'll greet you and give you the package he's been waiting to deliver—a **Mystery Egg**...



He also mentions a couple that runs a Pokémon Day-Care; they are the ones who gave him the egg. At this point, Professor Oak comes over to talk with you. He'll provide you with your **Pokédex** (finally!), and take off for Goldenrod City to do his radio show—you'll get to listen to that later. Exit Mr. Pokémon's house and... trouble. Professor Elm calls you with an urgent message. He wants you back in New Bark Town fast. Head all the way back south to Cherrygrove.

Note

The new and improved Pokédex is yours. This device is absolutely critical for keeping track of all the Pokémon you can catch, and it has been upgraded to allow searches! You can also sort the Pokédex by the old (Red/Blue/Yellow) method, the Gold/Silver method, or alphabetically. Within each Pokémon listing is the Pokédex Entry, height and weight, and a location map that corresponds to your PokéGear map. This can be used to find the nearest source of a particular Pokémon. Some Pokémon will not show up on this map at all. This means you'll have to catch them some other way, typically through evolution and occasionally by a more unusual method.

4 Cherrygrove City Again

Go through Cherrygrove City and east toward Route 29. A red-haired young man will quickly stop your progress. He questions you about your Pokémon then forces you to battle against his!



Meet Your Rival

Reward: ¥300

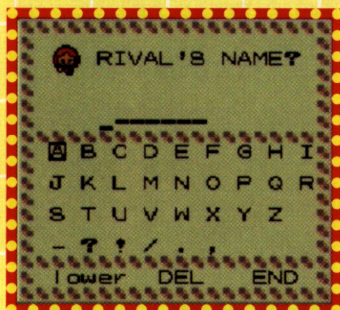
Pokémon: One of the Pokémon you didn't pick from Professor Elm.

How odd. The same unnamed young man that was snooping around Professor Elm's lab in New Bark Town now faces you with a Pokémon from that same lab. If you've been leveling up a bit, you shouldn't have any trouble with this fight. Hit him with your strongest attack, and if you have a Berry equipped on your Pokémon, along with Potions in your pack, he'll go down without much of a fight.



5. Professor Elm's Lab

When you defeat him, you'll get ¥300 and he'll depart. No time to worry about that just yet, you need to get back to Professor Elm. Continue east through Route 29 to New Bark Town. You'll encounter a few battles, but you can use the Pokémon Center in Cherrygrove City to heal up, and you'll be far stronger than the Pokémon along the way. When you reach the lab, the police are there taking a missing Pokémon report. Apparently the young man you just battled is the culprit.



You'll have a chance to name your rival. After you've decided, Professor Elm will talk to you and accept Mr. Pokémon's package—his surprise is evident. He believes the egg to be a Pokémon egg.



After talking some more about Professor Oak's gift to you of the Pokédex, he believes you capable of becoming a Pokémon champion. This means you're going to take the test of the gym badges. The first badge is in Violet City, but you need to go talk to your mom before you leave. On the way out of Prof. Elm's lab, his assistant will give you **5 Poké Balls**. Now you can start capturing Pokémon!



route 31

Go visit your mom and she'll ask if you want her to save your money. Once this is done, you can return to Cherrygrove City and then head north up Route 30. The road to Route 31 and Violet City is clear, but you'll have to face some trainers along the way. However, before you go, spend a bit of time catching some Pokémon. North of Route 29, at the southern end of Route 46, is an excellent place to pick up Geodude. When you leave New Bark Town, the man near the entrance to Route 29 will ask if you want a tutorial on using Poké Balls to catch wild Pokémon. Take him up on the offer if you need a refresher, then go catch those Pokémon and head for Route 30.

Note

Now that you have Poké Balls, you can buy them in any Pokémon Mart. You have enough cash to buy more, so if you want, you can hunt down all the Pokémon in the area and catch them.



6 Back to Route 30

Head up the left-most path, and this time, you'll face some trainer battles. Once you're past them, you can enter Route 31.

trainer 1

Youngster Joey

Reward: ¥64
Pokémon: Rattata L4



trainer 2

Youngster Mikey

Reward: ¥64
Pokémon: Pidgey L2, Rattata L4



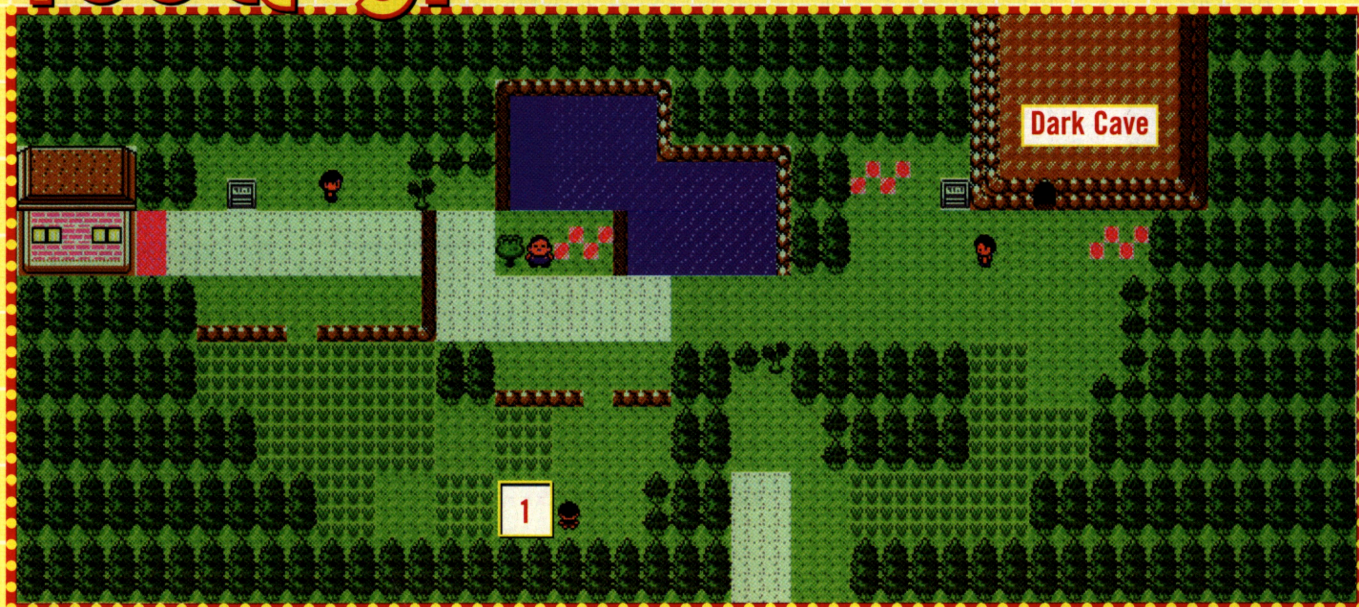
trainer 3

Bug Catcher Don

Reward: ¥48
Pokémon: Caterpie L3, Caterpie



route 31





Trainer Battles on the Way to Violet City

Head through the grass on the right and you'll encounter a man in front of a cave. He'll tell you that it's too dark to see inside. You'll need the Flash ability before you can enter and wander around safely.

Note

You can enter Dark Cave and wander around a bit, although it's very, very black. If you want to grab a Pokémon a little early, though, you can duck into the cave and wander around near the entrance to get into a wild battle or three.



The Poké Ball just to the left of the cave contains an **Antidote**. Take it, then head west to a tree where you can find a **Bitter Berry**. The berry is a Pokémon hold item that cures confusion.

Go south of the tree and take the Poké Ball on the right to get, oddly enough, a **Poké Ball**, then go west to fight the trainer and reach the path to Violet City.

trainer 1

bug catcher wade

Reward: ¥32

Pokémon: Caterpie L2, Caterpie L2, Weedle L3, Caterpie L2



#69 bellspout

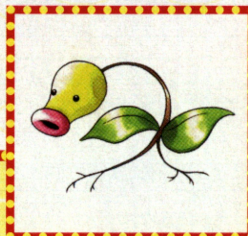
A Grass/Poison hybrid, Bellsprout and its evolved forms learn some decent Poison and Grass moves and a smattering of Normals, but suffer from some rough weaknesses. Not a bad Pokémon this early in the game, however.

type 1:	Grass	evolution
type 2:	Poison	
height:	2'04"	
weight:	9	

#70 Weepinbell (Level 21)

#71 Victreebel (Leaf Stone)

#69 bellspout



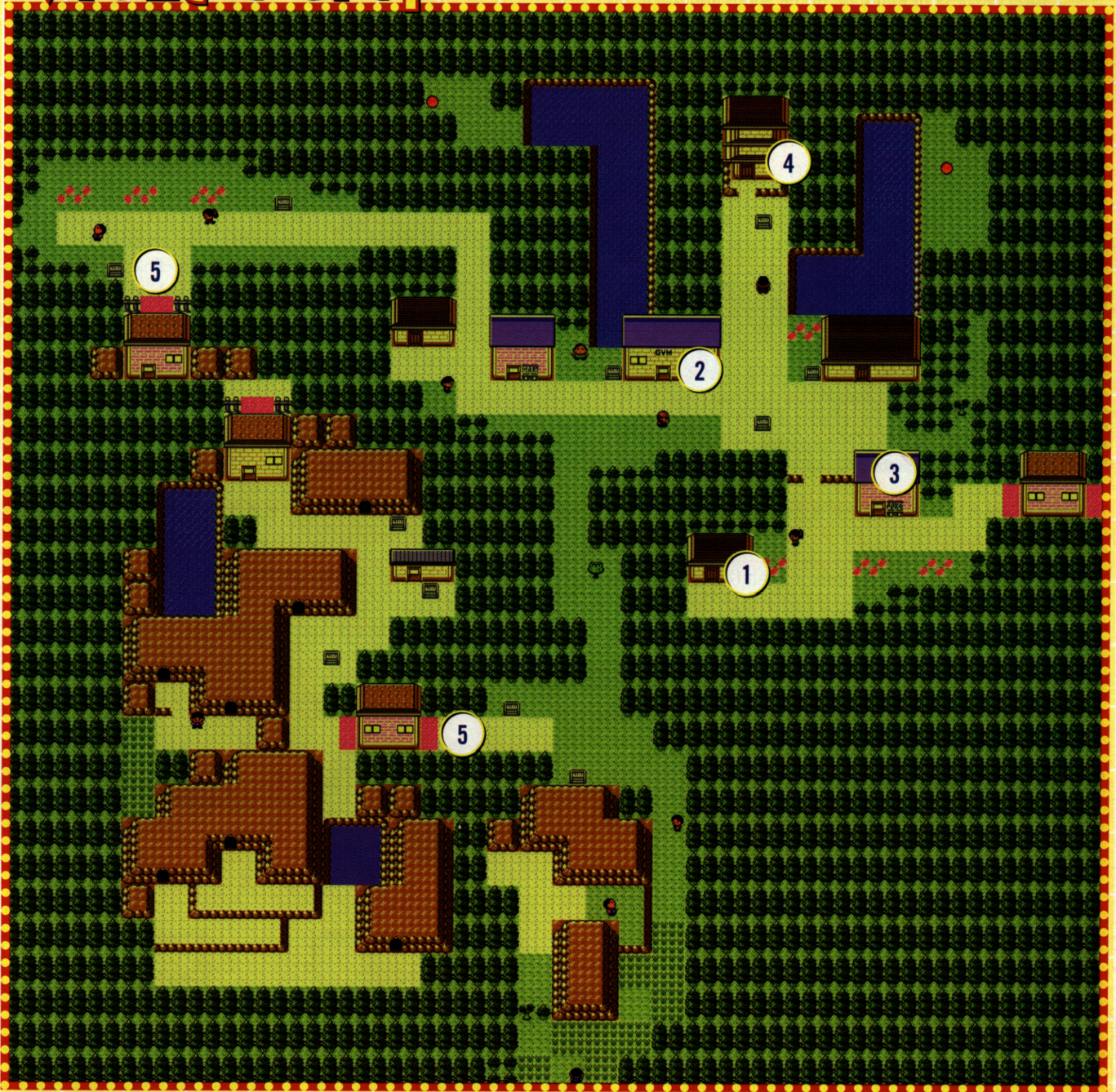
#70 weepinbell



#71 victreebel



violet city



1 City Sights and Pokémon Trading

Violet City is home of the Bellsprout Tower, and offers access to Route 32 to the south and Route 36 to the west. There is a Pokémon Center just as you enter the town from Route 31; stop and heal your Pokémon if you need to. You can also stow away some of the Pokémon you have caught, if you want to keep some room for new catches.

Note

It's a good idea to always have at least one spot free in your roster when you're travelling, as it leaves room for a new Pokémon to join your team immediately. Also, it's a good idea to constantly evaluate your team and decide which Pokémon you should store in a box and which you should devote time to leveling.

pokémon mart

Item	Cost	Item	Cost
Poké Ball	¥200	Awakening	¥250
Potion	¥300	X Defend	¥550
Escape Rope	¥550	X Attack	¥500
Antidote	¥100	X Speed	¥350
Parlyz Heal	¥200	Flower Mail	¥50



If you check the house just to the southwest of the Pokémon Center, you'll find a boy willing to trade his Onix for a Bellsprout. You can catch more Bellsprout easily, so don't hesitate to make this trade.

#95 onix

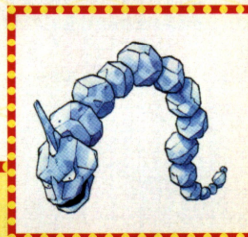
You've had a few opportunities to grab Geodude by now, and Onix is similar in that it is Rock/Ground and learns similar moves. However, Onix is much faster than Geodude will ever be, and it has a very high defense. On the other hand, Onix will not evolve by leveling, so what you see is what you get, unless you trade it with a Metal Coat attached...

type 1:	Rock
type 2:	Ground
height:	28'10"
weight:	463

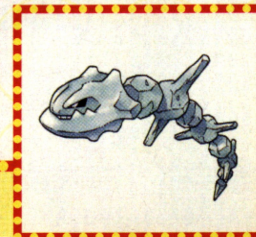
evolution

#208 Steelix

#95 onix



#208 steelix



2 Violet City Gym: Flying-Type

Walk a short distance north to find the Gym. If you're ready, you can enter and face Falkner for the Zephyr Badge.

trainer 1

bird keeper Abe

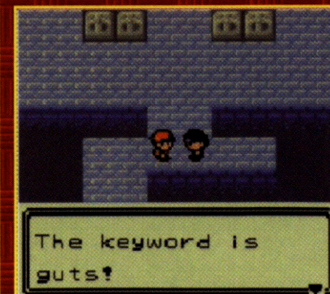
Reward: ¥216
Pokémon: Spearow L9



trainer 2

bird keeper rod

Reward: ¥168
Pokémon: Pidgey L7, Pidgey L7





Gym Leader: Falkner

Reward: Zephyr Badge, ¥900, TM31 (Mud-Slap)

Pokémon: Pidgey L7, Pidgeotto L9

As the master of the Violet City Pokémon gym, Falkner holds the first badge you need to begin your collection. If you've grabbed a Geodude or an Onix on the way here, they'll come in handy with their excellent defense. Just make sure you aren't using any Grass or Bug attacks against him; they won't do you much good. Also, if your starter Pokémon is well trained and at a good level, it'll be a decent fighter.



the zephyr badge

The Zephyr Badge raises the attack power of your Pokémon and allows you to use HM05, Flash.

tm31 mud-slap

TM31 teaches a Pokémon Mud-Slap, a Ground attack that lowers enemy accuracy while inflicting damage at the same time.

3

The Pokémon Egg

After you defeat Falkner and exit the gym, Professor Elm will call you and tell you that his assistant is waiting at the Pokémon Center with the egg. Head over there and talk to him to receive the egg.

Carry it with you long enough and it will hatch into a new Pokémon. You might recognize the Pokémon that it will eventually become—Togepi. If you don't have enough room to carry it around, go ahead and box it. Your team won't be hurt badly without Togepi.



new pokémon

#175 togepi

Togepi is a cute eggshell Normal-type Pokémon that learns mostly Normal abilities, including a few new ones. If you have the space, carry its egg with you until it hatches, and you can spend some time training it to try out the new moves. Togepi will eventually evolve to Togetic and gain the Flying type. In some ways, this may not be worth the better stats, as you gain the Flying weaknesses without any Flying attacks to exploit.

Note that Togepi evolves in a slightly unusual manner—you must take good care of it to make it evolve. Keep it in your party, use items on it, don't let it walk around poisoned, give it haircuts at the barber in Goldenrod City. All of these things will make Togepi like you more. When Togepi likes you enough, and it raises a level, it will evolve.

type 1:	Normal
type 2:	N/A
height:	1'
weight:	3

evolution

#176 Togetic (Taming and leveling)

#175 togepi



#176 togetic



4 Bellsprout Tower and HM05 (Flash)

You may want to stop by the Pokémon Mart and grab some supplies to prepare. When you're ready, enter the Bellsprout Tower just north of the gym. Just keep climbing to reach the top. You'll find a **Parlyz Heal**, an **X Defend**, a **Potion**, and finally an **Escape Rope**.

trainer 1

sage nico

Reward: ¥96

Pokémon: Bellsprout L3,
Bellsprout L3, Bellsprout L3



trainer 2

sage chow

Reward: ¥96

Pokémon: Bellsprout L3,
Bellsprout L3, Bellsprout L3



trainer 3

sage edmond

Reward: ¥96

Pokémon: Bellsprout L3,
Bellsprout L3, Bellsprout L3



trainer 4

sage jin

Reward: ¥192

Pokémon: Bellsprout L6



trainer 5

sage neal

Reward: ¥192

Pokémon: Bellsprout L6



trainer 6

sage troy

Reward: ¥224

Pokémon: Bellsprout L7, Hoothoot L7



trainer 7

sage li

Reward: ¥320

Pokémon: Bellsprout L7,
Bellsprout L7, Hoothoot L10



When you reach the top of the tower, you will see your rival talking with the Elder after they've finished fighting. The Elder will caution your rival about poorly training his Pokémon, but your rival ignores him and uses an Escape Rope to exit. After he leaves, talk to the Elder and you can battle him for HM05, Flash.

HM05 flash

Flash is a Normal-type attack that lowers enemy accuracy in battle. Basically, you'll want to give this to a Pokémon for its non-battle effect, which illuminates dark areas, such as caves, allowing you to navigate them. The attack itself is not particularly strong in a battle.

Note

Now that you have Flash, you can go back and explore Dark Cave safely, but you won't be able to get very far. You still need a couple more abilities to fully map out the cave.

5 The Ruins of Alph

Near the entrance to Route 36 on the northwest side of town is the north entrance to the Ruins of Alph, an area where you can catch some very strange Pokémon and try your hand at some odd puzzles. The Pokémon you catch here look a bit like hieroglyphs or letters of the alphabet, and in order to make them all appear, you must solve a series of puzzles. If you go through the entrance, you'll emerge near the ruins and close to the Ruins of Alph Research Center. If you go a bit south and out through the Ruins of Alph east entrance, you'll find the path south to Route 32, as well as a tree nearby with a **Przcureberry**. You can explore now if you want, or go ahead and proceed south. See expanded coverage for the Ruins of Alph in the *Optional Areas* section of the walk-through.



route 32

1 Trainer Battles Along the Path to Union Cave

Route 32 is a pretty straight walk all the way south to Union Cave. Walk down the trail, grabbing the **Potion** and the **Great Ball** along the way. You'll face several trainer fights and wild Pokémon in the grass. If you've been itching to raise your Pokémon a few levels, this is the place to do it.

Note

As you enter Route 32, you'll meet a man who will compliment you on your training and give you a **Miracle Seed**, which increases the power of Grass attacks when held by a Pokémon. This is an excellent item to give to one of your Grass-type Pokémon.

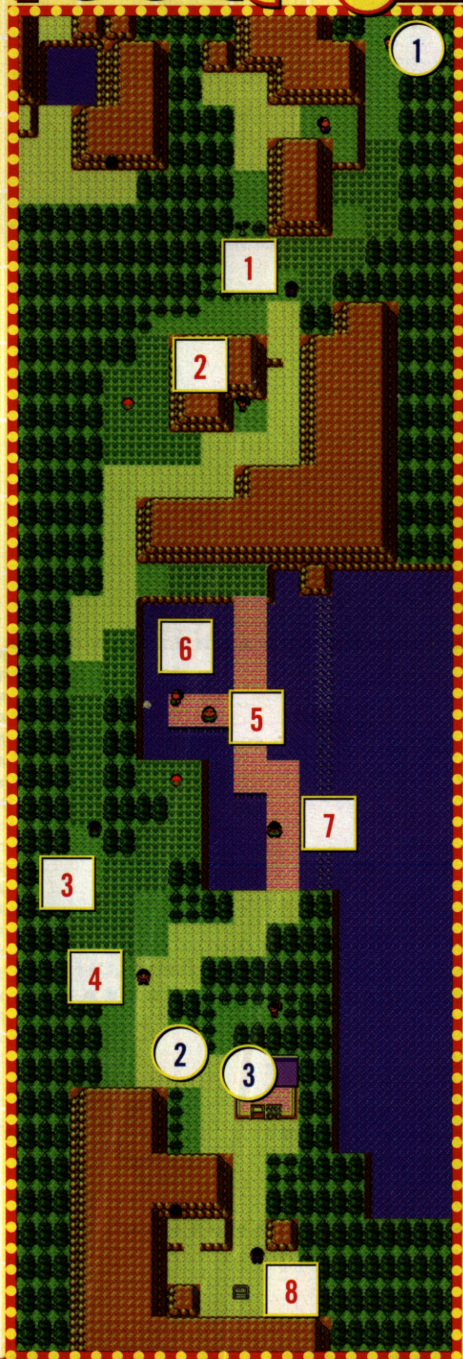


Note

Come back here later when you have the Cut ability (HM01) to reach the man at the north end of the route; he'll give you **TM05, Roar**.

tm05 roar

You can use Roar against wild Pokémon to make them run, and you can use it in link and trainer battles to force your opponent to switch Pokémon. Roar always attacks second.



trainer 1

Youngster Albert

Reward: ¥128
Pokémon: Rattata L6, Zubat L8



trainer 2

picnicker Liz

Reward: ¥180
Pokémon: NidoranF L9
Liz will give you her phone number after you defeat her.



trainer 3

camper roland

Reward: ¥180
Pokémon: NidoranM L9



trainer 4

Youngster gordon

Reward: ¥160
Pokémon: Wooper L10



trainer 5

fisher justin

Reward: ¥200
Pokémon: Magikarp L5, Magikarp L5, Magikarp L15, Magikarp L5



trainer 6

fisher henry

Reward: ¥320
Pokémon: Poliwhg L8, Poliwhg L8



trainer 7

fisher ralph

Reward: ¥400
Pokémon: Goldeen L10
If you talk to Ralph after you defeat him, he'll give you his number and tell you he'll call and ask for a rematch later.



trainer 8

bird keeper peter

Reward: ¥192
Pokémon: Pidgey L6, Pidgey L6, Spearow L8

New pokémon

#107 Hoppip

An unusual Grass/Flying Pokémon, Hoppip gains a large number of status attacks, but does not have much raw offensive power. It later evolves into Skiploom at level 18, and again into Jumpluff at level 27.

type 1:	Grass
type 2:	Flying
height:	1'4"
weight:	1

evolution

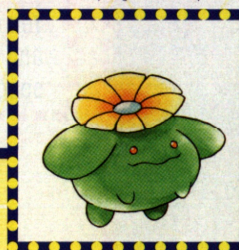
#188 Skiploom (Level 18)
#189 Jumpluff (Level 27)



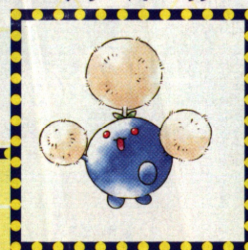
#107 Hoppip



#108 skiploom



#109 jumpluff



new pokémon

#179 Mareep

Electric! This fuzzy charged sheep is an excellent addition to your collection. Make a point to pick one up while you are here. Mareep evolves into Flaaffy at level 15, and Ampharos at level 30.

type 1:	Electric
type 2:	N/A
height:	2'
weight:	17

evolution

#180 Flaaffy (Level 15)
#181 Ampharos (Level 30)



#179 Mareep



#180 Flaaffy



#181 Ampharos



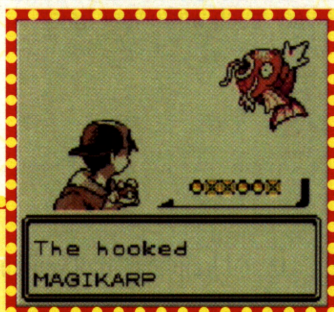
#129 Magikarp

You can catch this amazingly useless Pokémon by using the Old Rod (see step #3 on the next page) in the water here. Of course, many Pokémon that appear weak have great potential if properly cared for. This is definitely the case with the Water-type Magikarp. Level it up to 20 and watch it transform into the powerhouse Gyarados.

type 1:	Water
type 2:	N/A
height:	2'11"
weight:	22

evolution

#130 Gyarados (Level 20)



#129 Magikarp



#130 Gyarados



New pokémon

#194 Wooper

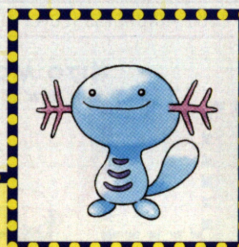
You'll find this waddling and strange-looking Pokémon roaming the grass in this area. With its unusual Water/Ground combination and a good list of moves, consider picking one up. The Ground-type provides immunity to electricity, nicely cutting out one of Water's heavy weaknesses.

type 1:	Water
type 2:	Ground
Height:	1'4"
Weight:	19

evolution

#195 Quagsire (Level 20)

#194 wooper



#195 quagsire



2 Slowpoketail?

A man near the Pokémon Center will offer to sell you a Slowpoketail—for a mere ¥1,000,000. No deal, unfortunately.



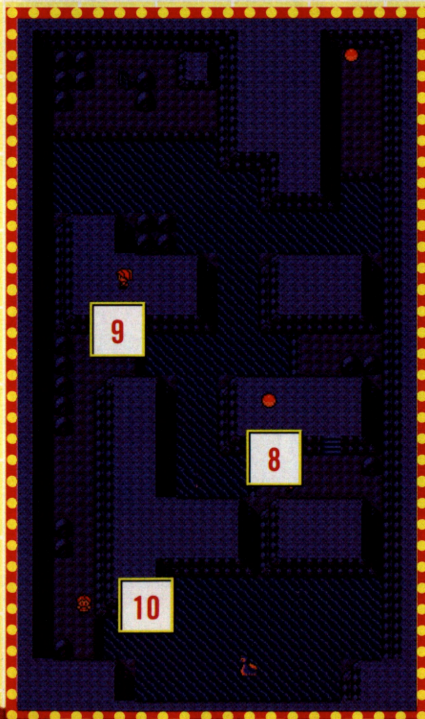
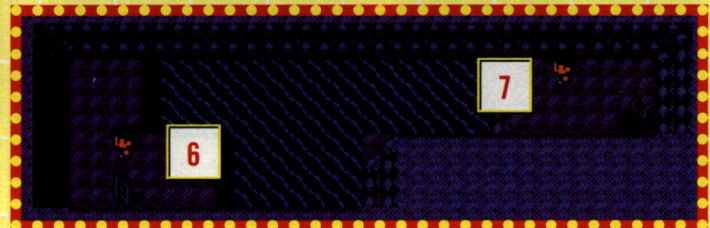
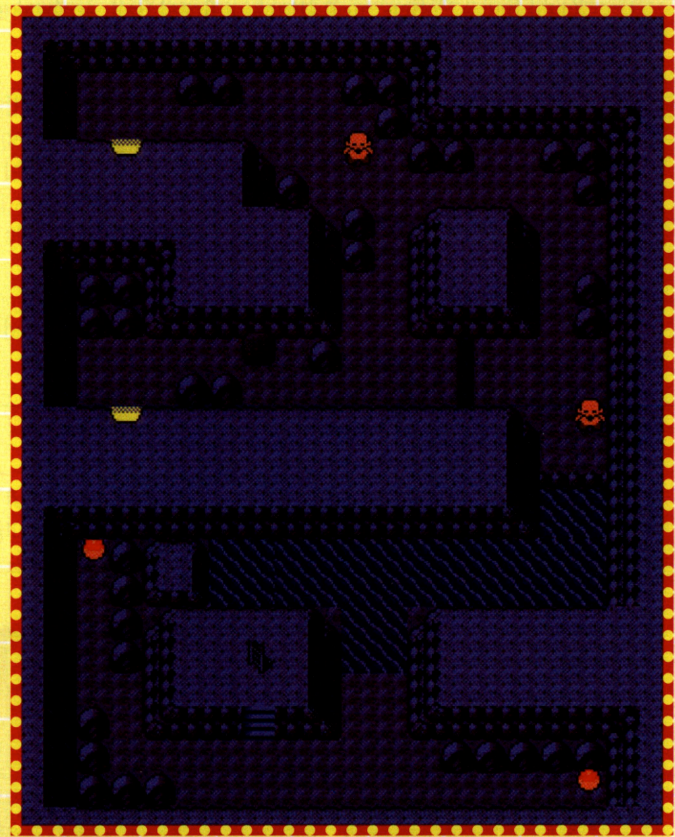
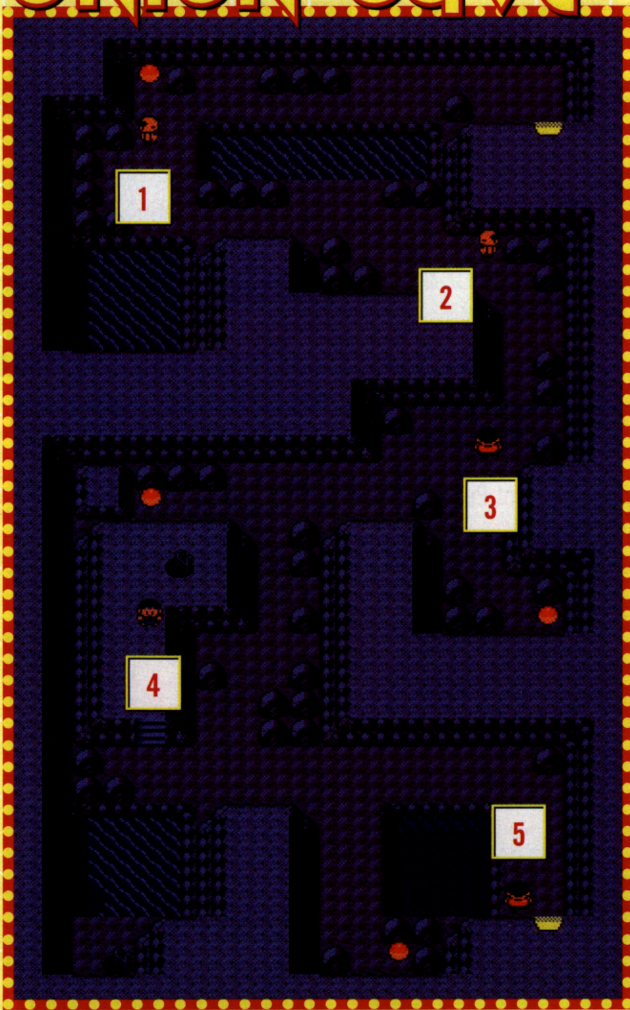
3 Go fishing

A man inside the Pokémon Center will give you an **Old Rod**, which you can use to fish for Pokémon in any water area. With this weak of a fishing pole, you can catch only a few young Pokémon, but if you are feeling patient, catching a Magikarp and leveling it up to the powerful Gyarados is very much worth your time.



If you heal your Pokémon here, Liz and Ralph will call you and chat a bit.

union cdve



Cave Hunting

This short cave leads over to Route 33, and contains a handful of trainers and items. You'll find a **Potion**, an **X Attack**, a **Great Ball**, an **Awakening**, an **X Defend**, and **TM39** (Swift).

There are two sets of stairs leading down, one midway through the cave, the other in the far southwest corner, but the southwestern stairs require you to Surf across some water, which you cannot do yet. The middle stairs will let you get the X Defend and TM39, but you cannot fully explore the floor these stairs lead to, again because you need Surf. Once you can Surf, you can come back here to fully explore and acquire more items down in the depths of this cave.

Surfing across the water from the middle stairs will lead you to a pair of exits that take you back to a different part of the Ruins of Alph.

Note

Once you have Surf (HM03), return here to acquire some items and reach the second floor, where you will face some new trainers. You'll also gain access to new parts of the Ruins of Alph. And finally, if you go down into the depths on Friday and check the water to the south, you will encounter a single Lapras to add to your collection.

tm39 swift

Swift is a potent Normal attack, with a strength of 60. It can hit anything, except Pokémon that are flying or digging. Consider teaching it to a tough Pokémon that can use it well with a high attack score.

trainer 1

Hiker daniel

Reward: P352
Pokémon: Onix L11



Whoa! What a surprise!

trainer 2

Hiker russell

Reward: P256
Pokémon: Geodude L4, Geodude L6, Geodude L8



You're headed to AZALEA, are you?

trainer 3

firebreather bill

Reward: P288
Pokémon: Koffing L6, Koffing L6



ZUBAT's SUPERSONIC keeps confusing

trainer 4

pokemoniac larry

Reward: P600
Pokémon: Slowpoke L10



I roam far and wide in search of

trainer 5

firebreather ray

Reward: P432
Pokémon: Vulpix L9



If it's light, a cave isn't scary.

trainer 6

pokemoniac andrew

Reward: P1440
Pokémon: Marowak L24, Marowak L24



Who's there?

trainer 7

pokemoniac calvin

Reward: P1560
Pokémon: Kangaskhan L26



I came all the way here to conduct my

trainer 8

cooltrainer nick

Reward: P1248
Pokémon: Charmander L26, Bulbasaur L26, Squirtle L26



There are two kinds of people.



trainer 9

cooltrainer gwen

Reward: P1248
Pokémon: Eevee L26, Flareon L22,
Vaporeon L22, Jolteon L22

I'm in training.
Care for a round?



trainer 10

cooltrainer emma

Reward: P1344
Pokémon: Poliwhirl L28

If the POKÉMON I
liked were there,

#27 sandshrew

A Ground-type Pokémon that unfortunately does not learn any Ground attacks naturally, Sandshrew does gain some strong Normal attacks and has decent hitpoints, attack, and defense. Consider bringing one along if you need a solid Pokémon with very few weaknesses.

type 1:	Ground
type 2:	N/A
height:	2'
weight:	26

evolution

#28 Sandslash (Level 22)

Sandshrew and Sandslash are in both Gold and Silver. However, they can be caught here only in Gold.

#27 sandshrew



#28 sandslash



#23 ekans

The amazingly average Poison snake Ekans learns mostly Normal attacks, with a few scattered Poison in the mix. While its stats get a good boost when it evolves into Arbok at level 22, Poison attacks are only good against Grass Pokémon and they're weak against many others. As a pure Poison Pokémon, Ekans doesn't suffer from many bad weaknesses, just a single killer—Psychic.

type 1:	Poison
type 2:	N/A
height:	6'7"
weight:	15

evolution

#24 Arbok (Level 22)

While Ekans can be found in both Gold and Silver, it can be caught here only in Silver.

#23 ekans



#24 arbok



#41 zubat

A Poison/Flying Pokémon, Zubat does not learn any Poison attacks naturally, and only one Flying attack. It evolves into Golbat at level 22 and gains a pretty hefty stat boost across the board, but still remains rather weak, without any very strong attacks to use or balance its type weaknesses. Do remember that proper care and feeding can result in some surprises.

type 1: Poison

type 2: Flying

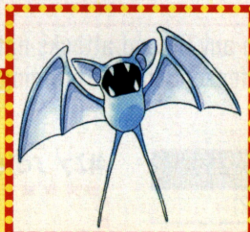
Height: 2'7"

Weight: 17

evolution

#42 Golbat (Level 22)

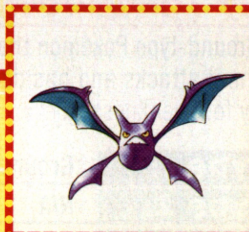
#41 zubat



#42 golbat



#169 crobat



friday only

#131 Lapras

A mixed Water/Ice type, Lapras has no evolutions, but stands alone as a powerful Pokémon, as well as one of the very few Ice-types in the game. Learning both Ice Beam and Hydro Pump, Lapras can deal some impressive damage. With many status attack options, Lapras also has alternate methods of dealing with foes.

type 1: Water

type 2: Ice

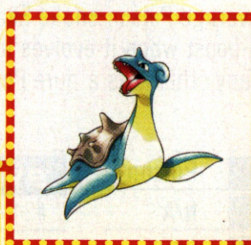
Height: 8'2"

Weight: 486

evolution

None

#131 Lapras



route 33



A very short route, you don't have much to do here. Grab a **Psncureberry** from the tree, go left and fight the trainer, then head west for Azalea Town. The Slowpoke Well is located on the west side of Route 33, but you won't be able to go down it just yet. There is a small patch of grass in the southeast where you can hunt for some wild Pokémon if you're in the mood.

trainer 1

Hiker ANTHONY

Reward: P352

Pokémon: Geodude L11, Machop L11

You'll get a phone call from Fisherman Ralph after this fight. He doesn't have much useful to say, though. Hiker Anthony will ask to give you his number so he can ask for a rematch later.



#21 *spearow*

Your alternative to Hoothoot or Pidgey, Spearow is a Normal/Flying Pokémon that learns some decent Normal and Flying attacks. Spearow will eventually evolve at level 20 into Fearow, gaining a strong stat increase.

type 1:	Normal
----------------	--------

type 2:	Flying
----------------	--------

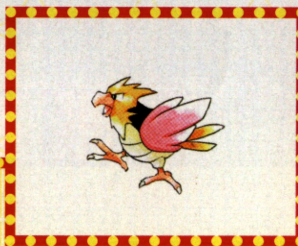
Height:	1'
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Weight:	4
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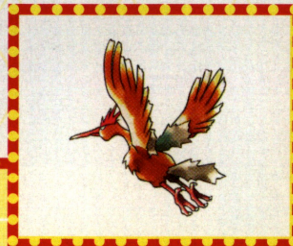
evolution

#22 Fearow (Level 20)

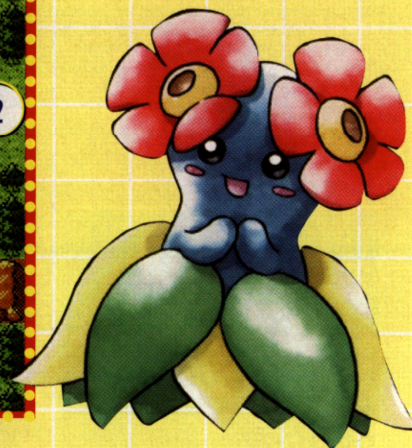
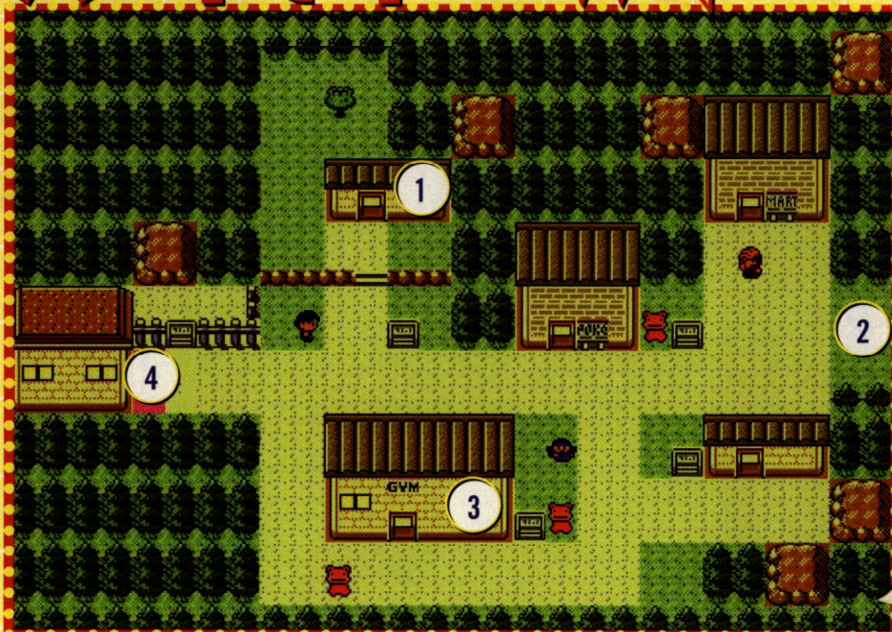
#21 *spearow*



#22 *fearow*



Azaled town



Making the rounds

There is a lot to do here. A Slowbro mystery, Kurt the Poké Ball Maker, and your second gym, packed full of Bug Pokémon.

1 Ball Maker Kurt and the Slowpoke

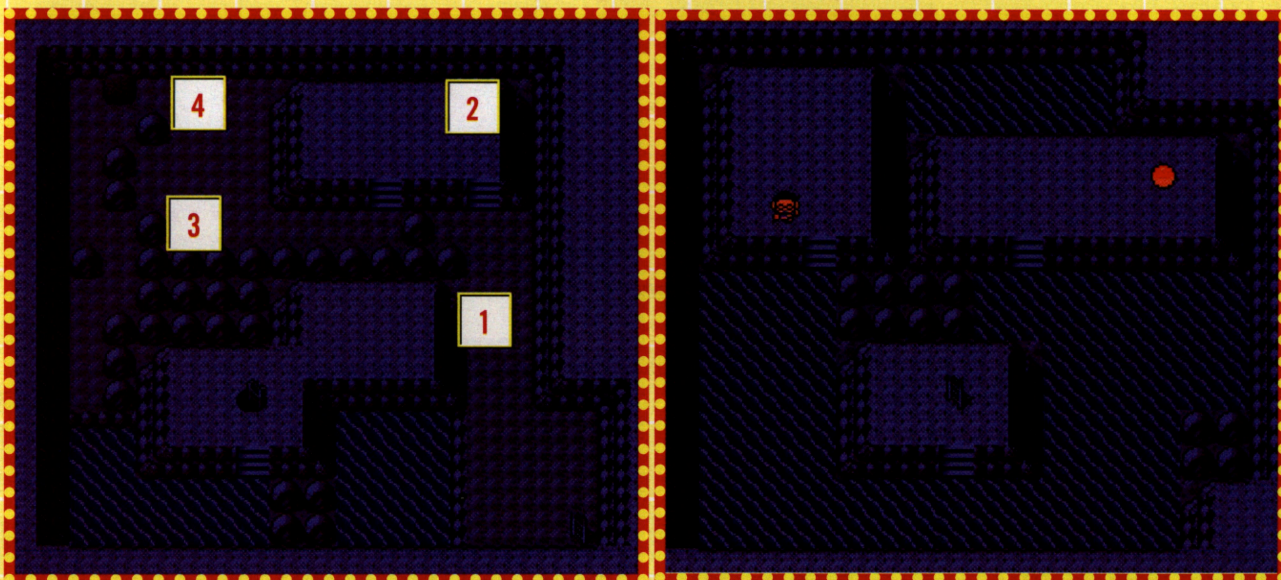
If you talk to the old man at the entrance to town, he'll tell you that the Slowpoke have been disappearing from the area. Something fishy is happening in town. Stop by the Pokémon Center and the Pokémon Mart to get healed and restocked, then head for Kurt's house in the northwest part of town. Go behind the house and check the tree for a **White Apricorn**, then enter the house and talk to Kurt.

He'll tell you that Team Rocket has taken over the Slowpoke Well, and they're cutting off Slowpoke tails to sell. He rushes off to fight them, and you need to go after him, both to save the Slowpoke and to get Kurt to make Poké Balls for you.

POKÉMON MART

Item	Cost
Charcoal	¥9800
Poké Ball	¥200
Potion	¥300
Super Potion	¥700
Escape Rope	¥550
Repel	¥350
Antidote	¥100
Parlyz Heal	¥200
Flower Mail	¥50

2 The Slowpoke Well



Exit the town to the east and enter the now unguarded well. In order to access the lower level of the well (see above-right map), you must first have both the Surf and Rock Smash abilities.

Kurt is here, but he's injured, so you must go on alone. You'll find a **Super Potion** just past the second trainer, and then a pair of Slowpoke with their tails cut off, guarded by two more Rocket Grunts. Once you've defeated them, Kurt will come in and congratulate you on your success and take you back to his house. He'll make Poké Balls for you now, and to get you started, he'll give you a Lure Ball.



Note

Kurt will make new kinds of Poké Balls for you from different colored Apricorns. It takes a full day for him to create a new ball, so make sure to drop by daily to give him a new Apricorn and pick up your ball.

Note

There is a rock you need to move to fully explore the well. You can come back later and check it out when you can remove the obstacle. Once you explore this well fully, you'll find **TM18** (Rain Dance), a very handy technique that boosts water moves for five turns. You'll also meet a man with a **King's Rock** who talks about Slowbro's evolution.

#79 Slowpoke, #80 Slowbro

The odd Water/Psychic mix of Slowpoke is handy, and it learns good attacks from both types, along with good HP and decent stats. It is, of course, quite slow, but this isn't much of a problem given the excellent moves it learns and its high defense. Slowpoke evolves into Slowbro by leveling. If you trade a Slowbro to a friend with a King's Rock attached, it will evolve into Slowking, giving it even better stats.

type 1:	Water	evolution
type 2:	Psychic	#80 Slowbro (Level 37)
height:	3'11"	#199 Slowking (Trade with King's Rock)
weight:	79	

#79 Slowpoke



#80 Slowbro



#199 Slowking



trainer 1

rocket grunt

Reward: ¥360
Pokémon: Rattata L9, Ratata L9



trainer 2

rocket grunt

Reward: ¥440
Pokémon: Zubat L9, Ekans L11



trainer 3

rocket grunt

Reward: ¥360
Pokémon: Rattata L7, Zubat L9, Zubat L9



trainer 4

rocket grunt

Reward: ¥560
Pokémon: Koffing L14



3 Azalea Town Gym: Bug-Type

Next stop, Azalea Gym. You will, of course, be facing a lot of Bug-types, so stop by the Pokémon Center and hit the PC to swap your Pokémon around a bit to prepare. Fire, Flying, and Rock attacks will all serve you well. Most of the attacks you will be facing are weak Poison or Normal techniques, so anything with a high defense will be fine. When you're finished here, head west to the forest.

trainer 1

twins AMY & MAY

Reward: ¥200

Pokémon: Spinarak L10, Ledyba L10



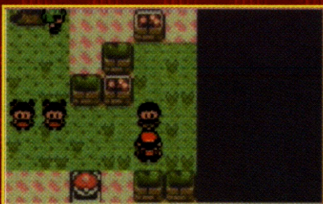
AMY: Hi! Are you challenging the

trainer 2

bug catcher AL

Reward: ¥192

Pokémon: Caterpie L12, Weedle L12



Bug POKÉMON are cool and tough!

trainer 3

bug catcher JOSH

Reward: ¥208

Pokémon: Paras L13



You saved all the SLOWPOKE? Whew,

trainer 4

bug catcher BENNY

Reward: ¥192

Pokémon: Weedle L7, Kakuna L9, Beedrill L12



Bug POKÉMON evolve young. So they get



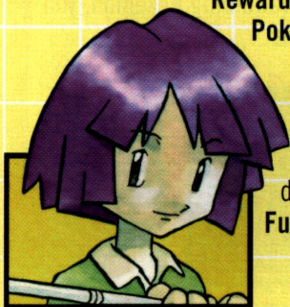
Gym Leader: Buggy

Reward:

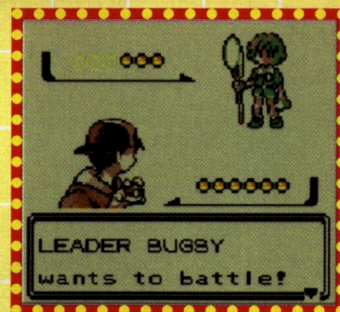
¥1600, Hive Badge

Pokémon:

Metapod L14, Scyther L16, Kakuna L14



Buggy leads the Azalea Town Gym, and her roster of Bug Pokémon is all that stands between you and your second badge. Using Fire, Flying, or Rock attacks will defeat her Pokémon very quickly. Once defeated, she will grant you the **Hive Badge**, and hand over **TM49, Fury Cutter**.



the hive badge

The Hive Badge gives you control of Pokémon up to level 30, and allows you to use HM01, Cut.

TM49 fury cutter

TM49 teaches Fury Cutter, an unusual Bug attack. It starts with a base strength of 10, but it will double in strength each turn, up to a maximum of five rounds, meaning you can wind up with a strength 160 attack on the fifth round onward. The downside is, if you miss, it reverts to a strength 10 attack, and it also requires a significant investment of time to get going. Quite useful if you can somehow debilitate your opponent. Say, with Parasect's Spore...

4 West to Ilex Forest

Head west toward Ilex Forest, and just before you leave, your rival will show up and pick a fight with you.

Rival Battle

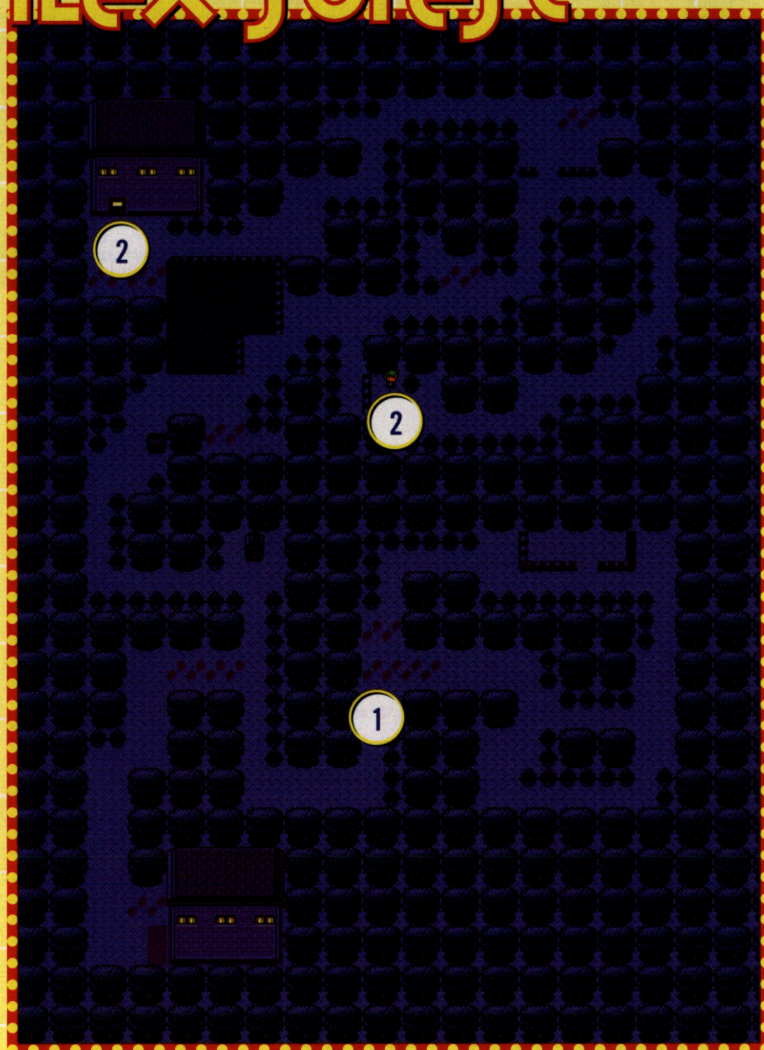
Reward: ₧960

Pokémon: Gastly L12, Stolen starter Pokémon at second evolution L16, Zubat L14

Your rival is a bit tougher this time, facing you with the same Pokémon he used against you in the first fight, at its second stage of evolution, as well as a Gastly and a Zubat. If your team is well rounded, you shouldn't have any problems with this fight. Once he's out of the way, proceed to Ilex Forest.



Ilex forest



1 Farfetch'd Hunting

A few steps into the forest, you'll meet a man who uses a Farfetch'd to cut down trees for charcoal. The Farfetch'd got away from him, and he needs your help to track it down. You can't get past the odd-shaped tree blocking your path until you get HM01, Cut. And you can't get Cut until you help him, so head east through the forest to find the Farfetch'd. Chase this renegade Pokémon around a bit to run it back to its master and pick up the **Revive** resting in a corner. When you return the wandering Pokémon, you will receive HM01, Cut.



HM01 cut

Cut is a very basic Normal-type attack with a strength of 50. It also allows any Pokémon that learns it to cut down trees that bar your path.

Note

Now that you have Cut and the Hive Badge, you can get those annoying trees out of your way. If you've got a keen memory, you'll recall the trees blocking you from the beginning of the game. Most notably, the tree next to Violet City leading to Route 36 can now be cleared, but you can also gain access to a man who was behind a tree back on Route 32. You can also open up the path a bit on Route 30.



#43 oddish

Oddish is a nifty Grass/Poison-type Pokémon that learns a variety of nice Grass attacks. It also evolves into Gloom at 21, and Vileplume if you use a Leaf Stone on it. With decent stats and strong attacks, your only danger with using Oddish is the nasty type weaknesses to just about everything under the sun.

When Oddish evolves into Gloom, it is possible to use a Sun Stone on it to evolve it into Bellossom, instead of a Leaf Stone to evolve it into Vileplume. Bellossom is a straight Grass-type, dropping the Poison completely.

type 1:	Grass	evolution	
type 2:	Poison		#44 Gloom (Level 21)
height:	1'8"		#45 Vileplume (Leaf Stone)
weight:	12		#182 Bellossom (Sun Stone)

#43 oddish



#44 gloom



#45 vileplume



#182 bellossom



#46 paras

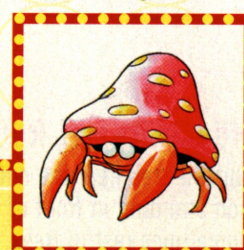
A Bug/Grass Pokémon, Paras learns a very good move set, consisting of some strong attacks and the excellent Spore, which is pretty much guaranteed to knock your opponent out for several rounds. Unfortunately, it does suffer from the Bug/Grass combination, as many popular Pokémon cause serious damage to it.

type 1:	Bug	evolution	
type 2:	Grass		#47 Parasect (Level 24)
height:	1'		
weight:	12		

#46 paras



#47 parasect



#102 exeggcute

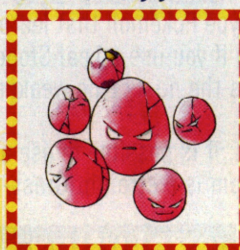
An unusual combination of Grass/Psychic, Exeggcute learns an excellent selection of Grass moves. Exeggcute is decent, minus the Grass weaknesses. You can evolve it into Exeggutor with a Leaf Stone, but wait until you have leveled it up enough to learn all the techniques you want. Using Headbutt (see #2 below), you can knock Exeggcute out of the trees in this area.

type 1:	Grass
type 2:	Psychic
Height:	6'7"
Weight:	265

evolution

#103 Exeggutor (Leaf Stone)

#102 exeggcute



#103 exeggutor



#60 poliwha

Poliwha is a pure Water-type Pokémon that learns a mix of Water and Normal attacks. It evolves into Poliwhirl at level 25, and if you use a Water Stone, it becomes Poliwrath, gaining the Fighting-type. Unfortunately, this is actually a liability because it learns no Fighting attacks naturally and gains the weaknesses of the Fighting-type. You can catch Poliwha by fishing in the pool near the entrance to Route 34.

type 1:	Water
type 2:	N/A
Height:	2'
Weight:	27

evolution

#61 Poliwhirl (Level 25)

#62 Poliwrath (Water Stone)

#60 poliwha



#61 poliwhirl



#62 poliwrath



2 Headbutt and Route 34

Cut the tree near the entrance and proceed north. Follow the path around to a lone person standing in front of a tree. If you ask him what he's doing, he'll explain that Pokémon sometimes rest in trees. Then he'll give you **TM02, Headbutt**. Once you've got it, go through the passage to the north. Inside, talk to the lady on the right and you'll receive **TM12, Sweet Scent**. Once that's done, head north to Route 34.



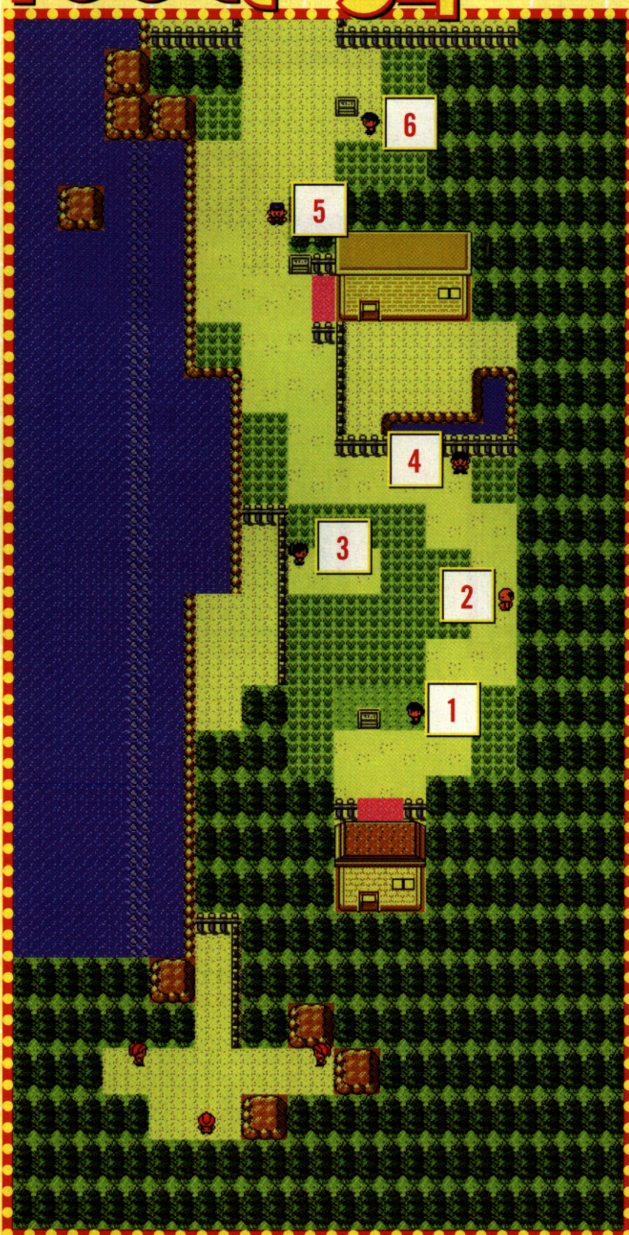
tm02 Headbutt

Headbutt is a 70 strength Normal attack with a near 30 percent chance of causing your target to flinch, making it a good combat move. Consider teaching it to a Pokémon with a strong attack rating to inflict greater damage. In non-battle situations, Headbutt also allows you to hit trees and find Pokémon. Treat it like fishing; whenever you see a tree nearby, walk over and bonk it. You never know what might fall out.

tm12 Sweet Scent

Sweet Scent is unusual. Fairly useful in battle, it reduces a target's chances of avoiding your attacks. Out of combat, it increases the chance for wandering Pokémon fights, which can be handy if you are hunting for an elusive Pokémon.

route 34



The Day-Care Center

Head up the trail to the house in the center of the Route, and you'll meet a pleasant couple that has been raising Pokémon for some time. If you give them a male and a female Pokémon and return later, they might give you an egg that will hatch into a new Pokémon. You can also use them as a day-care center for your Pokémon. Leave behind one or two that you'd like to gain some levels while you are away. Return later, and your Pokémon will have gained experience. You'll have to pay for this service, but it's very cheap, considering you won't have to work for it.



Note

Same-type Pokémon have a better chance of breeding, but won't always produce an egg. Different-type Pokémon can also breed.

Note



*If you Surf off the west coast here and go south, you'll find a trio of sisters. Defeat them to receive **Soft Sand**, the Ground held power-up.*

trainer 1

Youngster samuel

Reward: ¥128

Pokémon: Rattata L7, Sandshrew L10, Spearow L8, Spearow L8



I'm going to train even harder.

trainer 2

pokefan brandon

Reward: ¥1040

Pokémon: Snubbull L13



I just got my POKEMON back from

trainer 3

picnicker gina

Reward: ¥240

Pokémon: Hoppip L9, Hoppip L9, Bulbasaur L12



Are you a trainer?

trainer 4

Youngster ian

Reward: ¥192

Pokémon: Mankey L10, Diglett L12



I'm the best in my class at POKEMON.

trainer 5

officer keith

Reward: ¥680

Pokémon: Growlithe L17



Yep, I see nothing wrong today. You

trainer 6

camper todd

Reward: ¥280

Pokémon: Psyduck L14



I'm confident in my ability to

#96 drowzee

A pure Psychic, Drowzee is a good fighter that learns a mix of Psychic and Normal attacks. If you don't have a Psychic handy, consider picking it up. Drowzee evolves into the harder Hypno at level 26.

type 1:	Psychic
type 2:	N/A
Height:	3'3"
Weight:	71

evolution

#97 Hypno (Level 26)

#96 drowzee



#97 hypno



#132 ditto

Ditto is a strange Pokémon. Normal-type, with a single move—Transform. Ditto can become whatever it is fighting. The only problem with this is that Ditto keeps its own mediocre stats, meaning you have to spend a turn transforming while your opponent pummels you, and even then, your attacks will be weaker. Interesting? Certainly. Useful in most fights? Debatable.

type 1:	Normal
type 2:	N/A
Height:	1
Weight:	9

evolution

None

#132 ditto



#63 Abra

A pure Psychic-type, Abra is an excellent Pokémon once it's fully evolved. As Abra, it learns no abilities beyond Teleport, but once evolved to Kadabra at level 16, and later Alakazam via trading, it begins to learn powerful Psychic abilities at a quick rate. Consider adding Abra to your team when you have the chance.

type 1:	Psychic
type 2:	N/A
Height:	2'11"
Weight:	43

evolution

#64 Kadabra (Level 16)

#65 Alakazam (Trade)

#63 Abra



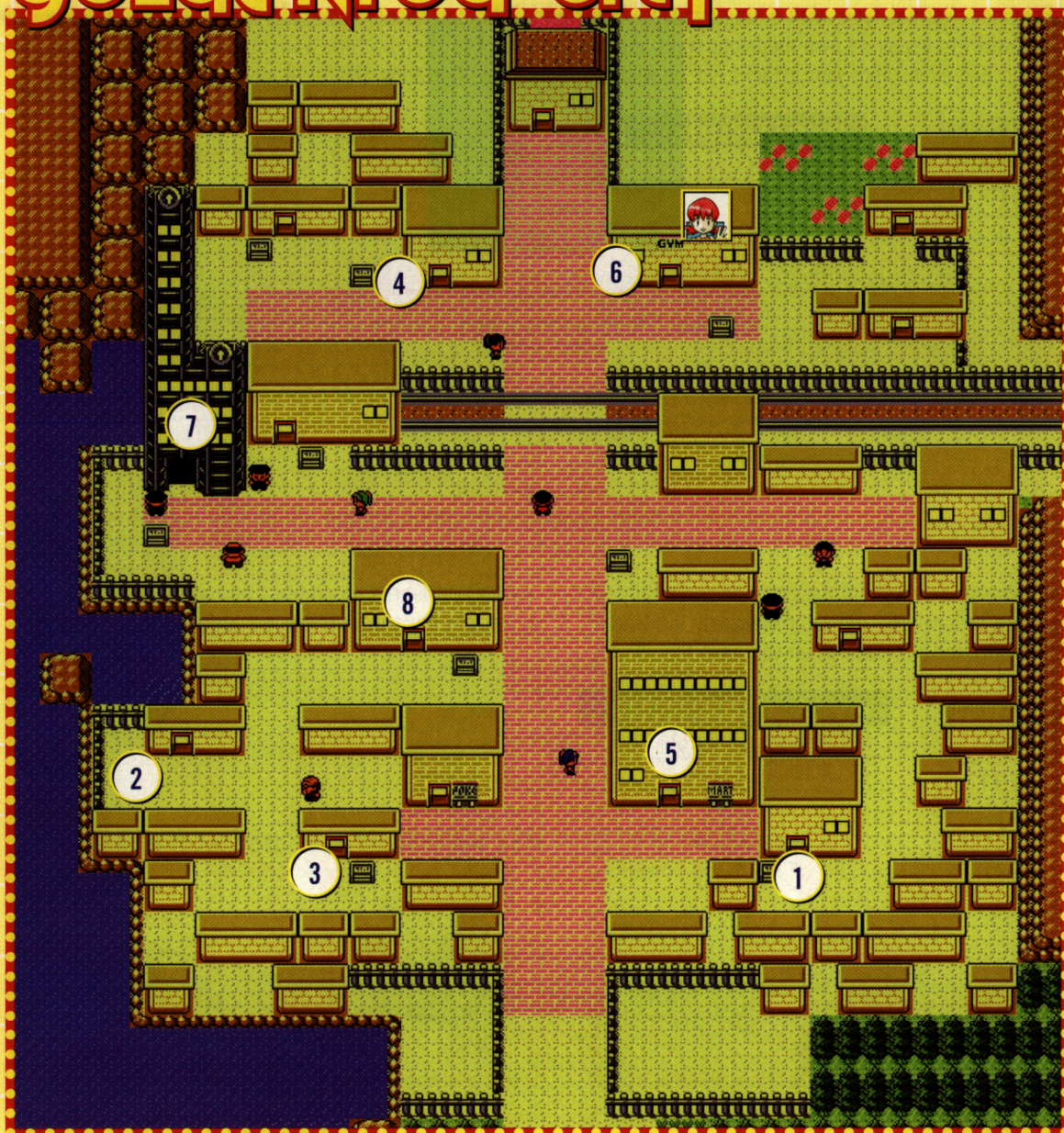
#64 kadabra



#65 Alakazam



goldenrod city



the bike shop

1 Getting the Bike!

Welcome to Goldenrod City, the largest metropolis in the game. There are a lot of things to do here, but first, you should go get some wheels. If you go around the Dept. Store to the right, tucked away in the southeast corner of town is the Bike Shop. The shopkeeper will give you a **Bike** for free!

Note

The bike is your friend. You can assign it to SELECT, just like the fishing rods. The bike greatly speeds your travel around the world. Once you've used it, you'll never want to go back to walking!



exploring the city

2 Bill's Mom

There are a lot of houses to visit in this town. If you check the house farthest to the west (it's south of the Radio Tower), you'll meet a young girl who will give you Bill's phone number. It could come in handy later. You'll also meet Bill's mother. She'll tell you that Bill has gone on ahead to the Pokémon Center in Ecruteak City.



Note

You can call Bill on the phone to access the Pokémon Storage Administration system, which will tell you how many spaces you have free in the currently selected box on the PC. If you've been on a hunting spree and you haven't checked in recently, you can call Bill to keep tabs on your free space. Running out of room in your current box means that you won't be able to catch any new Pokémon if your travelling team is full, so don't let that happen.

the underground

3 The Coin Case

The structure just a short distance south of Bill's Mom's house is the entrance to an underground passage. Within this subterranean tunnel are a handful of trainers, an expensive shop, and the **Coin Case** that you need in order to play in the Goldenrod City Game Corner. You can also get haircuts for your Pokémon. This is useful for increasing their happiness for evolving (or if you simply like well-groomed Pokémon). There is a second entrance/exit to the passage just to the north of the Radio Tower—there's a sign out in front indicating which building it's in. You'll notice a locked door down an eastern side passage; for now, it is inaccessible.

trainer 1

super nerd eric

Reward: ¥352

Pokémon: Grimer L11, Grimer L11



I got booted out of the GAME COR-

trainer 2

pokémoniac issac

Reward: ¥720

Pokémon: Lickitung L12



My POKÉMON just got haircuts!

trainer 3

super nerd teru

Reward: ¥288

Pokémon: Magnemite L7, Magnemite L7, Magnemite L9, Voltorb L11



I know my POKÉMON type alignments.

trainer 4

pokémoniac donald

Reward: ¥600

Pokémon: Slowpoke L10, Slowpoke L10



I think you have some rare POKÉMON

4 Pokémon Name Rater

The house just northeast of the Radio Tower houses a man known as the Name Rater. He will allow you to rename any Pokémon you have caught, which you'll probably want to do for those Pokémon you've been travelling with for a long time.



5 Goldenrod City Dept. Store

The Dept. Store here is absolutely huge. If you explore every floor, you'll find plenty of items to spend your hard-earned money on, including some Technical Machines and some items to permanently increase your Pokémon's stats.

First Floor: Service Counter

Not much to do here. You can take a look at the directory by the stairs and talk to the receptionist, then choose a floor and take the elevator or the stairs.

Second Floor: Trainer's Market

You'll find a pair of cashiers here, selling a variety of useful basic items.



first cashier

Item	Cost
Potion	¥300
Super Potion	¥700
Antidote	¥100
Parlyz Heal	¥200
Awakening	¥250
Burn Heal	¥250
Ice Heal	¥250



second cashier

Item	Cost
Poké Ball	¥200
Great Ball	¥600
Escape Rope	¥550
Repel	¥350
Revive	¥1500
Full Heal	¥600
Poké Doll	¥1000
Flower Mail	¥50



Third Floor: Battle Collection

Single-use, single-battle items are the order of the day for the store here.

Item	Cost
X Speed	¥350
X Special	¥350
X Defend	¥550
X Attack	¥500
Dire Hit	¥650
Guard Spec.	¥700
X Accuracy	¥950



Fourth Floor: Medicine Box

Once you're rolling in cash, this is the place to spend it. The items here permanently increase the statistics of your Pokémon, but they are extremely expensive.

Item	Cost
Protein	¥9800
Iron	¥9800
Carbos	¥9800
Calcium	¥9800
HP UP	¥9800



Fifth Floor: TM Corner

You'll find a man here who will trade a Drowzee for a Machop. If you've got an extra, or you aren't using your Drowzee, go for it. You'll also meet a girl who will activate the Mystery Gift option. The store here has a handful of Technical Machines for you to purchase: one each of the elemental punches, and Headbutt.

Item	Cost
TM41 Thunderpunch	¥3000
TM48 Fire Punch	¥3000
TM33 Ice Punch	¥3000
TM08 Rock Smash	¥1000



Note

After you speak with the girl about the Mystery Gifts, you will gain the ability to transfer gifts to your friends via the IR-Device. It's worth your time to trade gifts with your friends everyday, as it costs you nothing and benefits everyone.

TM41, 48, 33—thunder/fire/ice punch

Thunder, Fire, and Ice punches—these elemental attacks have good strength (75), and a 10 percent chance of causing their respective side-effect (paralysis, burning, or freezing). Consider picking one of them up if you have a Pokémon with a matching type and you need a solid attack, or if you just need a certain type of attack to round out your offense.

#66 Machop

A pure Fighting-type, Machop learns a mix of Normal and Fighting attacks, and has the strength to back them up. Evolving into Machoke at 28 and Machamp via trading, Machop is a contender if you like Fighting types.

type 1:	Fighting
type 2:	N/A
Height:	2'7"
Weight:	43

evolution

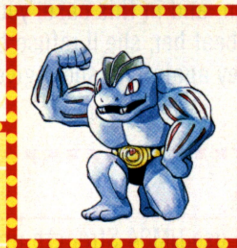
#67 Machoke (Level 28)

#68 Machamp (Trade)

#66 Machop



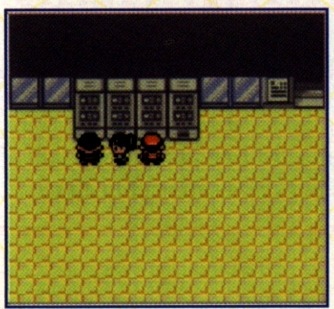
#67 Machoke



#68 Machamp



Item	Cost
Fresh Water	¥200
Soda Pop	¥300
Lemonade	¥350



Sixth Floor: Rooftop Square

The soda machines here will give you three different drinks. The third drink, lemonade, restores a whopping 80 HPs when used, and costs only slightly more than a potion. Consider stocking up while you are here.

Basement

There are items down here, but you can't get to them just yet.

6 Goldenrod City Gym: Normal-Type

Your third badge awaits. The Pokémon here are all Normal-type, so any strong Pokémon will work well, though Fighting attacks will make a big dent in your opponents. Note that all of the Pokémon here are female, and some of them will use Charm on your male Pokémon, cutting their attack power significantly. This isn't much of a worry if you are using primarily special based attacks.

trainer 1

beauty samantha

Reward: ¥1408

Pokémon: Meowth L16,
Meowth L16



Give it your best shot, or I'll take

trainer 2

beauty victoria

Reward: ¥1495

Pokémon: Sentret L9, Sentret L13,
Sentret L17



Oh, you are a cute little trainer!

trainer 3

Lass Carrie

Reward: ¥432

Pokémon: Snubbull L18



Don't think I'm a pushover!

trainer 4

Lass Bridget

Reward: ¥360

Pokémon: Jigglypuff L15,
Jigglypuff L15, Jigglypuff L15



I like cute POKÉ-MON better than



Gym Leader: Whitney

Reward: ¥2000, Plain Badge, TM45 (Attract)

Pokémon: Clefairy L18, Miltank L20

Whitney is armed entirely with normal Pokémon. A Clefairy and a Miltank aren't going to put up much of a fight as long as you have a decently leveled team. If you feel the need, this is a good place to use one of the Attack- or Defense-enhancing items. These items are useful if you know you'll be facing a string of enemies that will be damaged heavily by the use of a single item, and in this case, you do. Whitney isn't exactly the most mature trainer. After you beat her, she'll refuse to give you the badge. Talk to her nearby friend, then talk to Whitney again and she'll give you your rewards.



the plain badge

The Plain Badge allows you to use HM04 Strength and increases the speed of your Pokémon slightly.

tm45 Attract

Attract is a half-useful attack. Half of the Pokémon you face are affected by it and it works half of the time. Against any opposite sex Pokémon, it has a 50% chance of causing them to do nothing if they attempt to attack.

Getting the Squirtbottle

Head over to the house to the northeast of the gym and talk to the lady inside. She'll give you the **Squirtbottle**.



7 Radio Tower

First Floor

The centrally located man behind the counter will let you participate in the weekly Lucky Number Show. If any of the ID numbers of your Pokémon match the number he draws, you will win a prize. The only good way to increase your chances of winning is to trade Pokémon with a lot of friends, which will help you acquire a lot of ID numbers.



The last lady on the right behind the counter will let you take a five-question quiz. If you answer all five correctly, she will give you the **Radio Card**, allowing you to tune into the radio with your PokéGear. The answers to the quiz are, in order: Yes, Yes, No, Yes, No.

Second Floor

Not much to do here just yet. A man blocks the way up to the next floor. You'll have to come back later.

8 Game Corner

Now that you have the Coin Case, you can collect up to 9,999 coins and spend them on various prizes. You can buy 50 coins for ¥1000 or 5000 coins for ¥10,000 at the counter to get started.

TM	Cost in Coins
TM25 Thunder	5500
TM14 Blizzard	5500
TM38 Fire Blast	5500

Pokémon	Cost in Coins
Abra	200
Ekans (Gold Version)	700
Sandshrew (Silver Version)	700
Dratini	2100



tm25 thunder, tm14 blizzard, tm38 fire blast

Immensely powerful elemental attacks, each of these TMs has a strength of 120, with a chance of causing paralysis, freezing, and burning. Thunder has the best chance, at 30 percent. Blizzard and Fire Blast are both at 10 percent. Unfortunately, Thunder and Blizzard have less than perfect accuracy ratings of 70 percent, while Fire Blast clocks in at 85 percent.

#147 dratini

Ah, the cute baby Dragon-type Dratini. Evolving into Dragonair at level 30 and Dragonite at level 55, Dratini is very much worth your care and attention. When it's finally fully evolved to Dragonite, it becomes an amazingly strong Pokémon stat-wise. And it can learn a good selection of TMs to round out its attack set.

type 1:	Dragon
type 2:	N/A
height:	5'11"
weight:	7

evolution

#148 Dragonair (Level 30)
#149 Dragonite (Level 55)

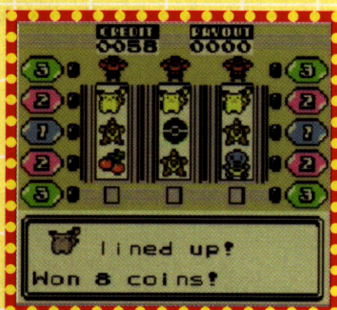
#147 dratini



#148 dragonair



#149 dragonite



Slot Machines

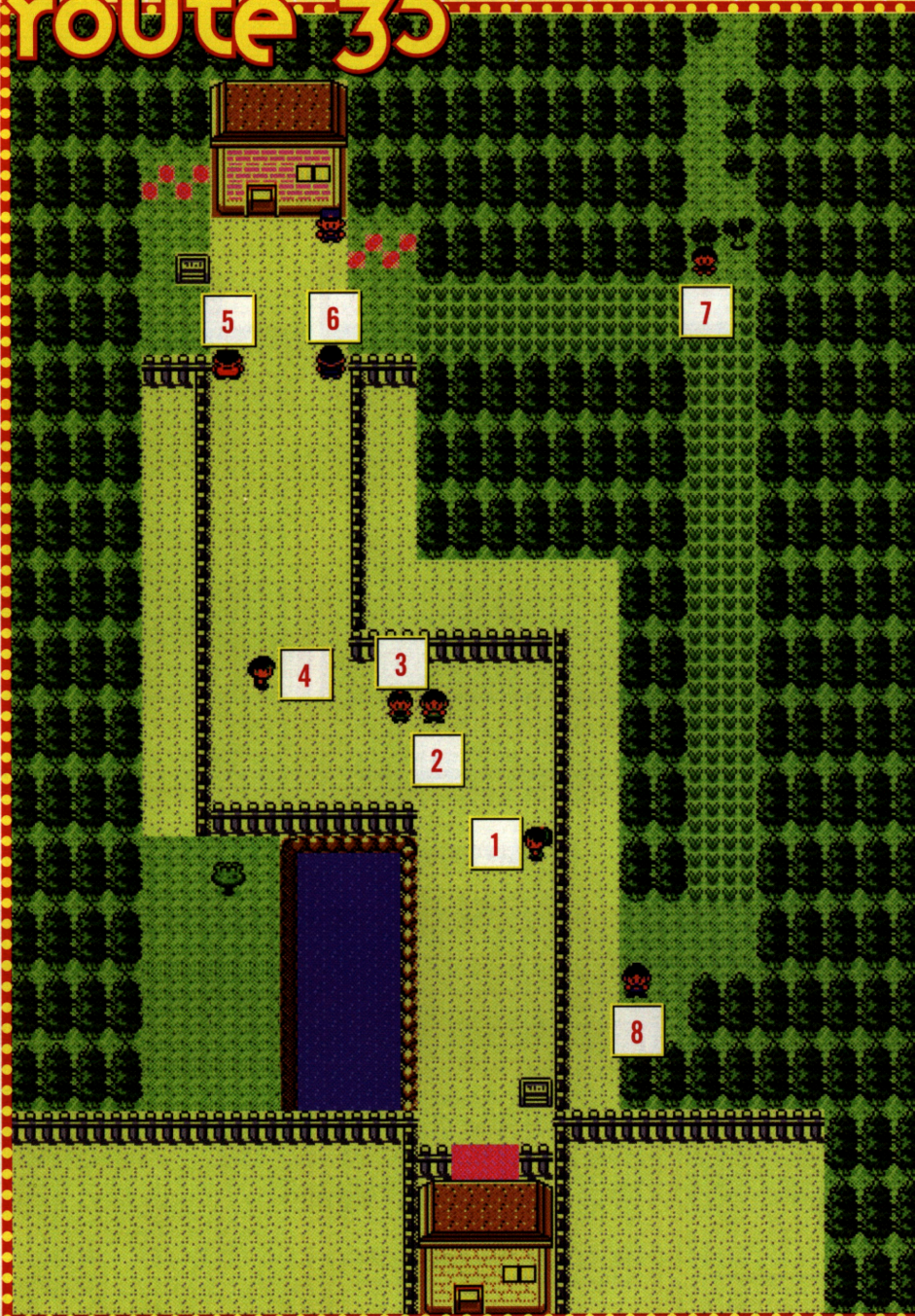
The slots accept bets of one to three coins and the payoff varies based on the items you get lined up. There isn't much skill involved, but if you're patient, it is possible to earn coins by playing many games.



Card Flip

Randomly choosing one card, then selecting your bet—what color is the card and what level is the card? The more exact you guess, the better the payoff is. As you go through the cards, you can increase your chances of scoring big by placing a specific bet repeatedly, as the payoff is worth the money spent. If you bet 12 times on a single Pokémon, you've got a 50/50 chance of scoring 72 coins, and at worst you will spend 36.

route 35



Trainer Fights

As you go through the junction building to Route 35, talk to the man behind the counter. He'll ask you to take a Pokémon with mail to a friend of his on Route 31 (east of Violet City). If you have a free spot in your party, you can take his Spearow along. If you read the mail, it mentions that Dark Cave leads to another route. But you already know that—you just need to get Surf before you can explore it more thoroughly.



Note

When you hand the Spearow over to its new owner on Route 31, he'll give you TM50, Nightmare.

tm50 Nightmare

A vicious Ghost attack, Nightmare inflicts 1/4 of the victim's HP in damage every round, but you can use it only if the target is asleep.

Route 35 proper is quite straightforward, running from south to north and connecting to the National Park through a junction building. It also hooks up to Route 36 through a tree you need to cut down. There is a berry tree in the southwest, but you need Surf to reach it (it yields a **Mysteryberry**). For now, just explore the route, fight the trainers, pick up **TM04** (Rollout), and hunt for wild Pokémon. When you're finished in this area, enter National Park.

tmo4 rollout

Similar to Fury Cutter, but even more powerful, Rollout is a Rock attack that starts with 30 strength and doubles every turn, up to a maximum of five turns, ending with a whopping attack strength of 480 if you connect with it five times. If you use it on a Rock Pokémon, this attack is even more amazingly powerful. Consider saving this for a Pokémon you will be using often.

trainer 1

picnicker kim

Reward: ¥300

Pokémon: Vulpix L15



Are you going to the GYM? Me too!

trainer 2

camper elliot

Reward: ¥300

Pokémon: Sandshrew L13, Marill L15



I'm gonna show my girlfriend I'm hot

trainer 3

picnicker brooke

Reward: ¥320

Pokémon: Pikachu L16



My boyfriend's weak, so I can't

trainer 4

camper ivan

Reward: ¥280

Pokémon: Diglett L10, Zubat L10, Diglett L14



I've been getting POKEMON data off

trainer 5

firebreather walt

Reward: ¥624

Pokémon: Magmar L11, Magmar L13



I'm practicing my fire breathing.

trainer 6

juggler irwin

Reward: ¥560

Pokémon: Voltorb L2, Voltorb L6, Voltorb L10, Voltorb L14



Behold my graceful BALL dexterity!

NOTE: Irwin will offer his number after the fight.

trainer 7

bug catcher arnie

Reward: ¥240

Pokémon: Venonat L15



I'll go anywhere if bug POKEMON

NOTE: Arnie will offer you his number after the fight.

trainer 8

bird keeper bryan

Reward: ¥336

Pokémon: Pidgey L12, Pidgeotto L14



#29 Nidoran ♀

A Poison-type Pokémon that learns mostly Normal attacks, Nidoran ♀ is not extremely powerful. However, she does evolve twice; to Nidorina at level 16, and to Nidoqueen with a Moon Stone. Fully evolved, she has good stats and gains the Ground attribute, meaning with a bit of work and some Technical Machines, she is usable.

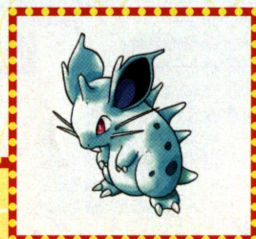
type 1:	Poison
type 2:	N/A
Height:	1'4"
Weight:	15

evolution

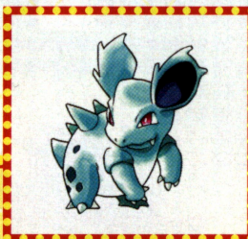
#30 Nidorina (Level 16)

#31 Nidoqueen (Moon Stone)

#29 Nidoran ♀



#30 Nidorina



#31 Nidoqueen



#32 Nidoran ♂

Mirroring Nidoran ♀, Nidoran ♂ learns the same general type of attacks, but mostly learns more powerful moves, making him the more obviously useful of the two. Statwise, they are neck and neck through all three evolutions, Nidoran ♂ becoming Nidorino at level 16, and Nidoking with a Moon Stone.

type 1:	Poison
type 2:	N/A
Height:	1'8"
Weight:	20

evolution

#33 Nidorino (Level 16)

#34 Nidoking (Moon Stone)

#32 Nidoran ♂



#33 Nidorino



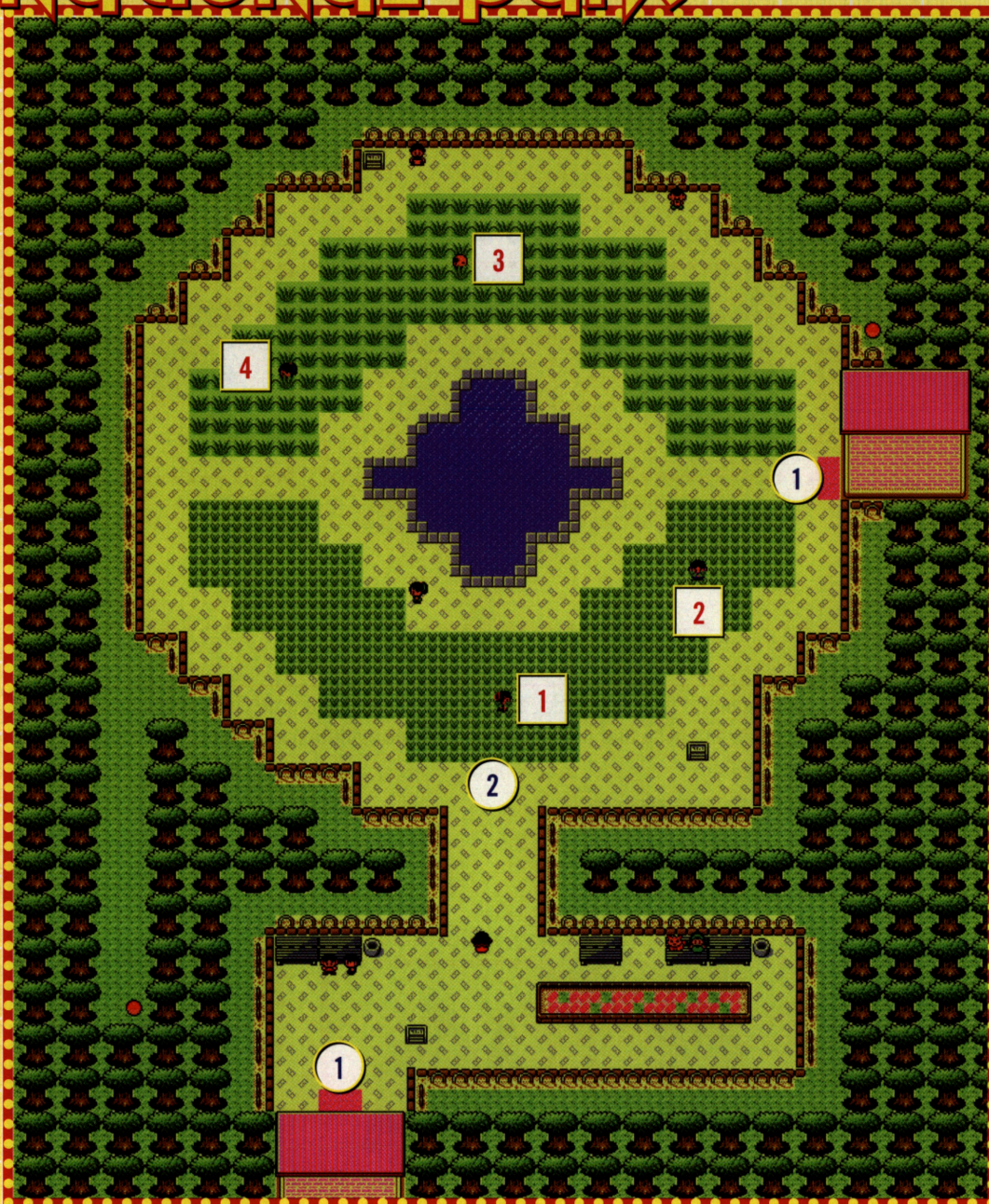
#34 Nidoking



Note

Search the grass here for awhile—you never know what you'll run into.

National park

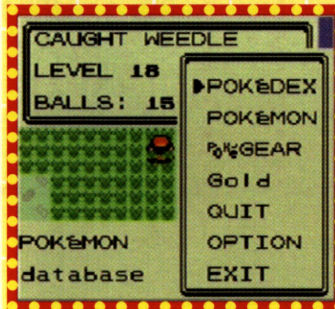
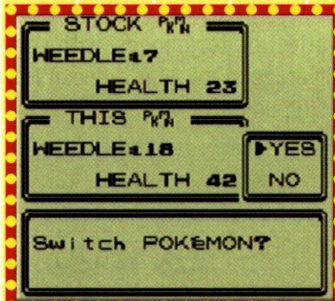


bug catchin'

A relaxation plaza, sightseeing tour, and Pokémon hunting ground all wrapped up into one area, National Park is also home to the Bug-Catching Contest. If you're interested, talk to the man at the entrance to the park (from Route 34) on Tuesday, Thursday, or Saturday, and he'll tell you the rules and ask if you wish to enter. You use one of your Pokémon to capture Bug Pokémon, which you then take to get rated at the end of the contest. You also get to keep the last Pokémon that you catch.

1 The Contest

Decide what Pokémon you want to use for the contest, and put it in the first slot in your party. Then talk to the contest official in the building at the south end of the park to get your **Park Balls** and store the remaining Pokémon in your party.



You have 20 minutes and 20 balls to catch the Pokémon you want, so you'll need to be quick and decisive. Your goal is to catch a high-level, high-evolution Pokémon in order to get a good score as a finalist.

Hunting Tips

For the Pokémon you choose to go hunting with, you will be best served by taking something that is strong against Bug attacks: Fire, Fighting, Poison, Flying, Ghost, or Steel. You'll also want two types of attacks at your disposal: one that is strong or normal against Bug (Fire, Flying, Rock), and one that is weak or normal (Grass, Fighting, Ground).

A Fighting-type with Normal and Fighting attacks is an easy Pokémon to find, and it fits the bill nicely. It won't take much damage from Bug attacks. Plus, you can decide how much damage you want to inflict by using a Fighting or a Normal technique.

Another option to consider would be using a Pokémon that has good status attacks. It's much easier to catch a debilitated Pokémon, and weakening (or sleeping, or freezing, etc.) also prevents you from taking much damage. Whatever you decide, once you've entered the contest, walk into the park and start searching for bugs!



#123 scyther

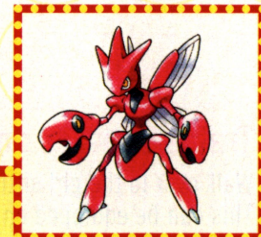
Scyther suffers from a blend of Bug- and Flying-types with mostly Normal attacks. On the upshot, it has excellent stats and very good Normal moves. Scyther isn't bad as a Psychic basher—later in the game you will receive an item called the Metal Coat; try trading Scyther with the coat attached.

type 1:	Bug
type 2:	Flying
height:	4'11"
weight:	123

#123 scyther



#212 scizor



#46 Venonat

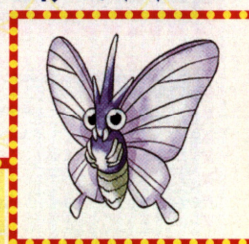
A Bug/Poison Pokémon, Venonat learns a huge list of moves, primarily status-affecting techniques, with some good attacks mixed in. Unfortunately, Venonat suffers from some worse-than-average stats, and it doesn't evolve into Venomoth until level 31. But if you are fond of status effects, consider raising one.

type 1:	Bug	evolution
type 2:	Poison	#49 Venomoth (Level 31)
height:	3'3"	
weight:	66	

#46 Venonat



#49 Venomoth



#127 Pinsir

Scyther's opposite, the straight Bug Pinsir, has good stats and good Normal moves, including a one-hit KO technique, but Pinsir cannot evolve.

type 1:	Bug	evolution
type 2:	N/A	None
height:	4'11"	
weight:	121	

#127 Pinsir



2 Trainer Battles and Item Hunting

Walk over to the girl sitting on the bench to the east, and she will give you a **Quick Claw**. This can be equipped on a Pokémon to give it a chance of acting first in a round, regardless of relative speeds.

If you look in the northeast corner of the park, you'll find that you can pass through part of the fence next to a kid playing on his Game Boy®. Slip past the fence and around to reach the items: a **Parlyz Heal** just southeast of the opening, and in the far southwest corner, **TM28 (Dig)**. Once you're done, head east to Route 36.

tm28 dig

A strength 60 Ground attack, Dig has the advantage of making the user invulnerable (or very nearly so) for the first round, and then attacking on the second. It can also be used out of battle to return you to the last Pokémon Center you visited.



trainer 1

pokémon beverly

Reward: P1120

Pokémon: Snubbull L14



trainer 2

schoolboy jack

Reward: P480

Pokémon: Oddish L12, Voltorb L15



trainer 3

pokémon william

Reward: P1120

Pokémon: Raichu L14



trainer 4

Lass krisi

Reward: P360

Pokémon: Oddish L12, Cubone L15



New pokémon

#191 sunkern

A straight Grass-type, Sunkern learns some excellent Grass attacks and can be evolved into Sunflora by using a Sun Stone. Sunflora learns even more potent attacks. However, one thing to remember is that if you want to learn the very powerful upgraded Drain attack, you need to keep Sunkern unevolved until level 46. Doing that will allow Sunkern to learn the Giga Drain attack, but you will miss out on Petal Dance and Solarbeam, which Sunflora learns instead. Of course, you could always catch and raise two different Sunkern.



type 1: Grass

type 2: N/A

height: 1'

weight: 4

evolution

#192 Sunflora (Sun Stone)

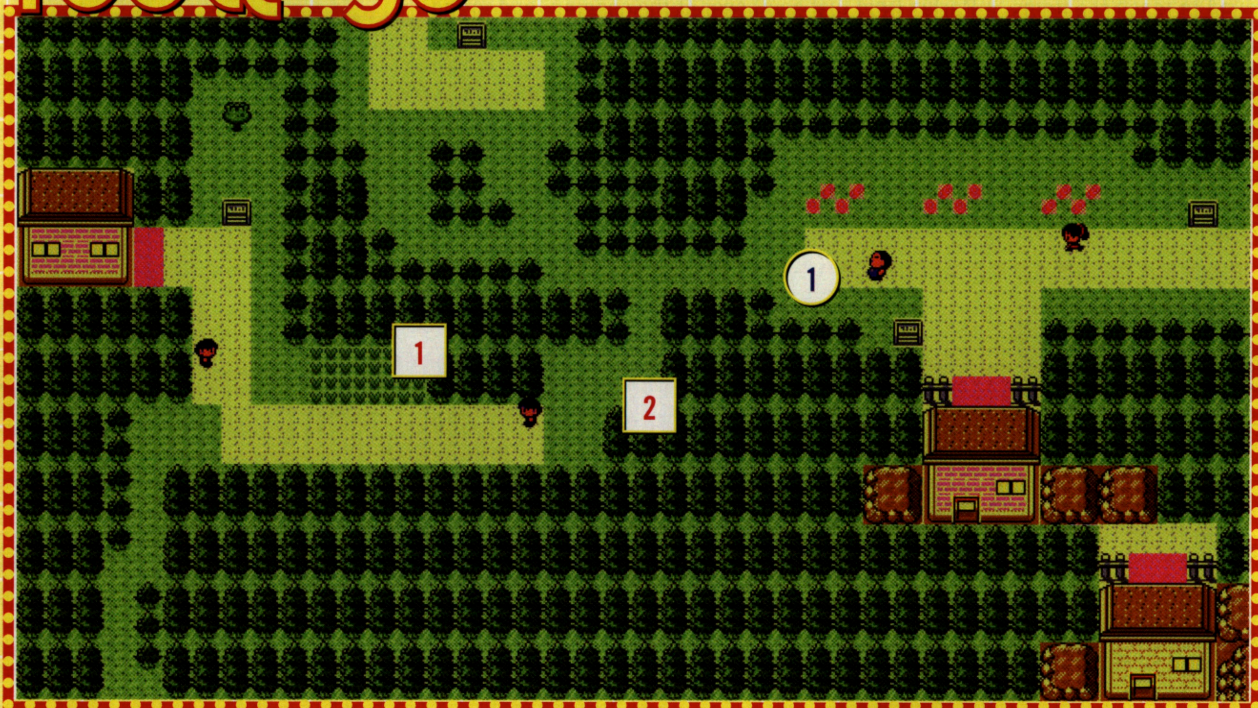
#191 sunkern



#192 sunflora



route 36



1

A Strange-Looking Tree

As you enter Route 36, you'll spot a berry tree right away. Check it to find an **Ice Berry**. Follow the trail to the east and you will finally have wrapped back around to just west of Violet City. Blocking your progress is a strange tree. This is actually a Pokémon, Sudowoodo (#185) by name. Use the **Squirtbottle** on it to trigger a fight, but make sure you save your game first, as this is your only shot at catching it.

Note

You received the Squirtbottle from a lady in the house northeast of the gym in Goldenrod City.

New pokémon

#185 sudowoodo

A bizarre Rock tree, Sudowoodo will attack you after you use the Squirtbottle on it. Knock it down low and capture it to gain access to this strange Pokémon. It learns an eclectic set of moves, and most of them are quite powerful. Be careful if you do use it, however; while pure Rock is strong against four attack types, it is equally weak against four other attack types.

type 1:	Rock
type 2:	N/A
Height:	3'11"
Weight:	84

evolution

None

#185 sudowoodo



After you catch Sudowoodo, go east into Violet City and talk to the first man you spot. He'll hand over TM08, Rock Smash.

Note

Route 36 connects to Route 35 through a tree that you can cut down, allowing you to skip National Park if you're in a hurry.



tm08 rock smash

A strength 20 Fighting attack, Rock Smash has a 50 percent chance of lowering the target's defense. It can also be used outside of battle to destroy cracked rocks, granting you access to a few new areas.

trainer 1

psychic mark

Reward: ¥480

Pokémon: Abra L13, Abra L13,
Kadabra L15



I'm going to read
your thoughts!

trainer 2

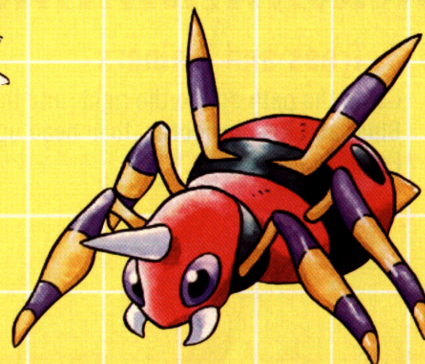
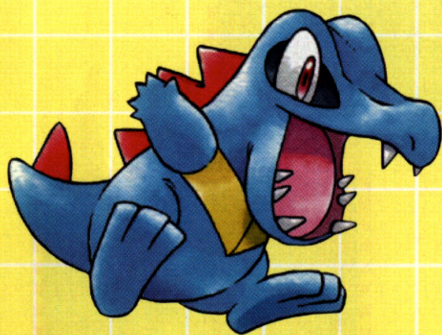
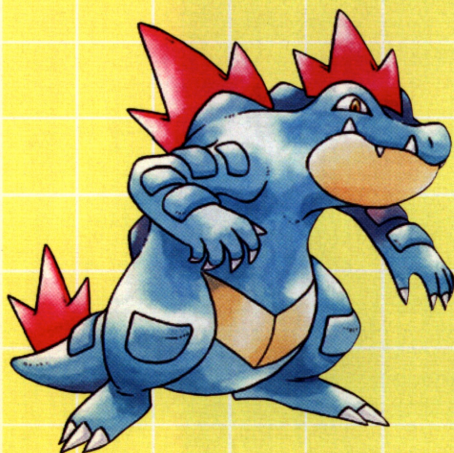
schoolboy alan

Reward: ¥512

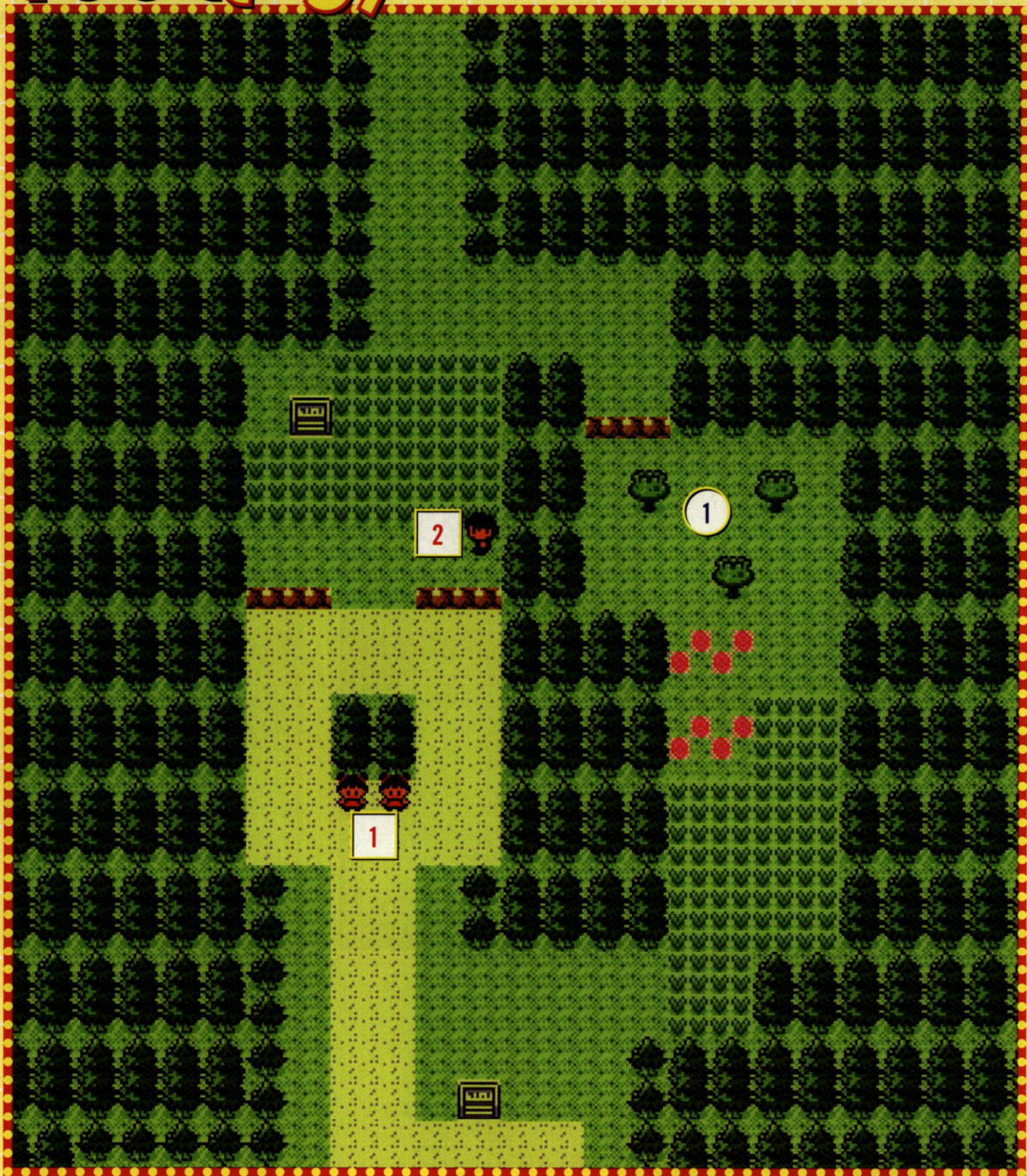
Pokémon: Tangela L16



Thanks to my stud-
ies, I'm ready for



route 37



1

1. Trees and Trainers

Go up the path and to the right, into the tall grass. Check the trio of trees for **Black, Blue, and Red Apricorns**, then head up the left side to face the trainers and reach Ecruteak City.



trainer 1

twins ANN & ANNE

Reward: ¥320

Pokémon: Jigglypuff L16,
Clefairy L16



ANNE: ANN and I
are in this to-

trainer 2

psychic greg

Reward: ¥544

Pokémon: Drowzee L17



POKÉMON can't do a
thing if they are

new pokémon

#234 stantler

A straight Normal-type, Stantler is atypical of its type, as it learns several status-affecting attacks in addition to a set of strong Normal attacks. Stantler is worth considering if you find plain Normal-types to be too uninteresting to fight with.

type 1:	Normal
type 2:	N/A
Height:	4'7"
Weight:	157

evolution

None

#234 stantler



gold version only

#58 growlItHe

If you've been wondering where the Fire Pokémon have been hiding, here's your answer. GrowlItHe learns a good mix of Normal and Fire attacks, has excellent stats, and with the aid of a Fire Stone, evolves into the even more potent Arcanine.

type 1:	Fire
type 2:	N/A
Height:	2'4"
Weight:	42

evolution

#59 Arcanine (Fire Stone)

#58 growlItHe



#59 Arcanine



ecruteak city



pokémon Mart

Item	Cost
Poké Ball	¥200
Great Ball	¥600
Potion	¥300
Super Potion	¥700
Antidote	¥100
Parlyz Heal	¥200
Awakening	¥250
Burn Heal	¥250
Ice Heal	¥250
Revive	¥1500

exploring the town

1 Bill

First things first: Stop by the Pokémon Center to patch up your Pokémon. When you enter the building, a man will come down the stairs and walk to the counter ahead of you. It's Bill!

He'll tell you that he's completed designing the Time Capsule, and then he'll depart for his parents' house in Goldenrod City.



Note

Now that the Time Capsules are active, you can transfer Pokémon with the Red, Blue and Yellow versions of the game. You cannot, however, transfer any new Pokémon or any Pokémon with new moves.

2 Treasure Hunting

Visit the house just to the left of the entrance to meet a man who will ask you if you like treasure hunting. Tell him yes, and he'll give you the **Item Finder**, which you can use to detect hidden items. If you like to search, assign it to SELECT and get in the habit of using it every screen.

3 Eeveelutions

Enter the Dance Theater just above the Pokémon Center to meet the five Kimono Girls, each using a different evolution of Eevee, including two new evolutions, Espeon (Psychic), and Umbreon (Dark). There is a man in a black hat near the door. If you talk to him, he'll ask you to defeat them and he'll reward you with **HM03, Surf**. You'll need to defeat the gym leader here before you can use it, however.



HM03 Surf

A strength 95 Water attack, Surf is excellent in and out of battle. When used on the map, it allows you to navigate across water, granting access to previously blocked items and new areas.

New pokémon

#196 espeon, #197 umbreon

The two new evolutions of Eevee are Espeon, a straight Psychic, and Umbreon, a straight Dark. Both are very powerful Pokémon of their types and it's well worth evolving your Eevee into one of them. To do so, you must take good care of your Eevee, but do not give it a stone. If, when Eevee gains a level, it likes you enough, it will evolve into one of the two new types. Which type? That depends on whether it is day or morning (Espeon), or night (Umbreon). Keep that in mind when using Eevee in your party.

#196 espeon

type 1:	Psychic
type 2:	N/A
Height:	2'11"
Weight:	58

evolution

None

#196 espeon

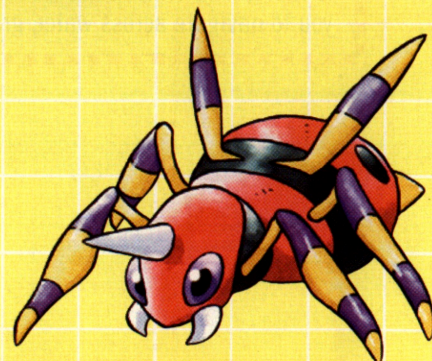
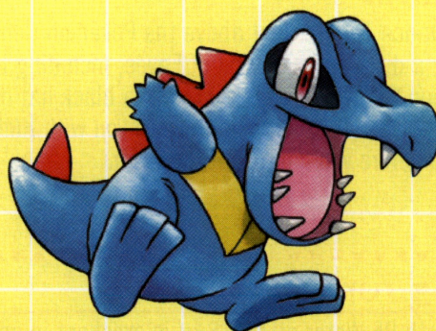
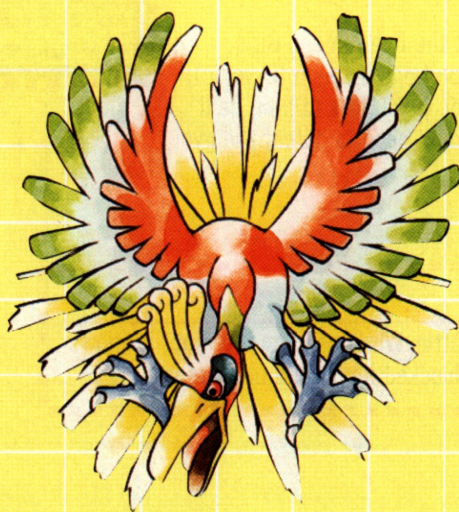


type 1:	Dark
type 2:	N/A
Height:	3'3"
Weight:	60

evolution

None

#197 umbreon



trainer 1

kimono girl naoko

Reward: P 1224
Pokémon: Flareon L17



You have lovely
POKÉMON. May I see

trainer 2

kimono girl sayo

Reward: P 1224
Pokémon: Espeon L17



I always dance
with my POKÉMON.

trainer 3

kimono girl zuki

Reward: P 1224
Pokémon: Umbreon L17



Isn't my barrette
pretty?

trainer 4

kimono girl kuni

Reward: P 1224
Pokémon: Vaporeon L17



Oh, you're a cute
trainer. Would you

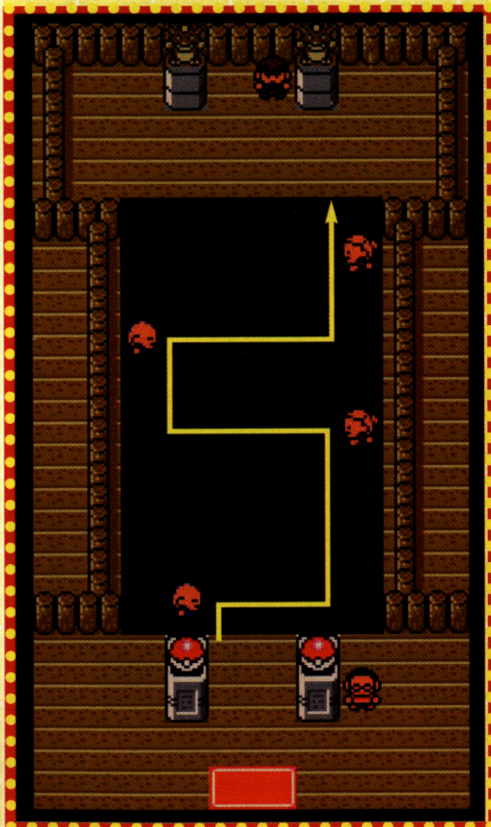
trainer 5

Miki

Reward: P 1224
Pokémon: Jolteon L17



Do you like my
dancing? I'm good



4 Ecruteak City Gym: Ghost-Type

Head over to the gym and prepare for your fourth badge fight. The path to the gym leader is an invisible, suspended bridge above a pit, guarded by trainers. If you zigzag from just in front of the first trainer up through the next three, you will reach the other side of the pit safely.

You'll be facing a ton of Ghost Pokémon here, so you'll want to use Ghost or Dark attacks. Keep in mind that Ghost is weak against itself, so you may not want to use Ghost-type Pokémon. An easy to miss Dark attack that you may already have is Bite. Otherwise, just use strong Pokémon or status attacks and you shouldn't have much difficulty taking them out.

trainer 1

sage ping

Reward: ¥512

Pokémon: Gastly L16, Gastly L16,
Gastly L16, Gastly L16, Gastly L16



Can you inflict
any damage on our

trainer 2

medium grace

Reward: ¥800

Pokémon: Haunter L20,
Haunter L20



Stumped by our in-
visible floor?

trainer 3

sage jeffrey

Reward: ¥704

Pokémon: Haunter L22



I spent the spring
with my POKÉMON.

trainer 4

medium martha

Reward: ¥800

Pokémon: Gastly L18,
Haunter L20, Gastly L20



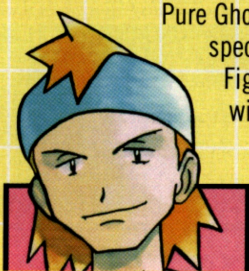
I shall win!



Gym Leader: Morty

Reward: ¥2300, Fog Badge, TM30

Pokémon: Gastly L21, Haunter L21, Gengar L25, Haunter L21



Pure Ghost-types oppose you here. Using any strong Pokémon with good special defense will serve you well. Remember that Normal and Fighting attacks are completely ineffective against Ghosts. Morty will play the sleeping game with you, and most of his Pokémon are pretty fast. You can equip the Quick Claw and hope for the best, or beat him at his own game and use fast Pokémon with status attacks. Once he's defeated, the **Fog Badge**, **TM30** (Shadow Ball), and some cash will be yours.



I believed that
tale, so I have

fog badge

The Fog Badge will allow you to control Pokémon up to level 50. It will also let you use Surf.

tm30 shadow ball

An 80 strength Ghost attack with a 20 percent chance of lowering the target's special defense, Shadow Ball is an excellent attack.

5 Tin Tower

Once you have the Fog Badge, you can enter the Tin Tower, which is on the north side of town, just to the west of the pond.

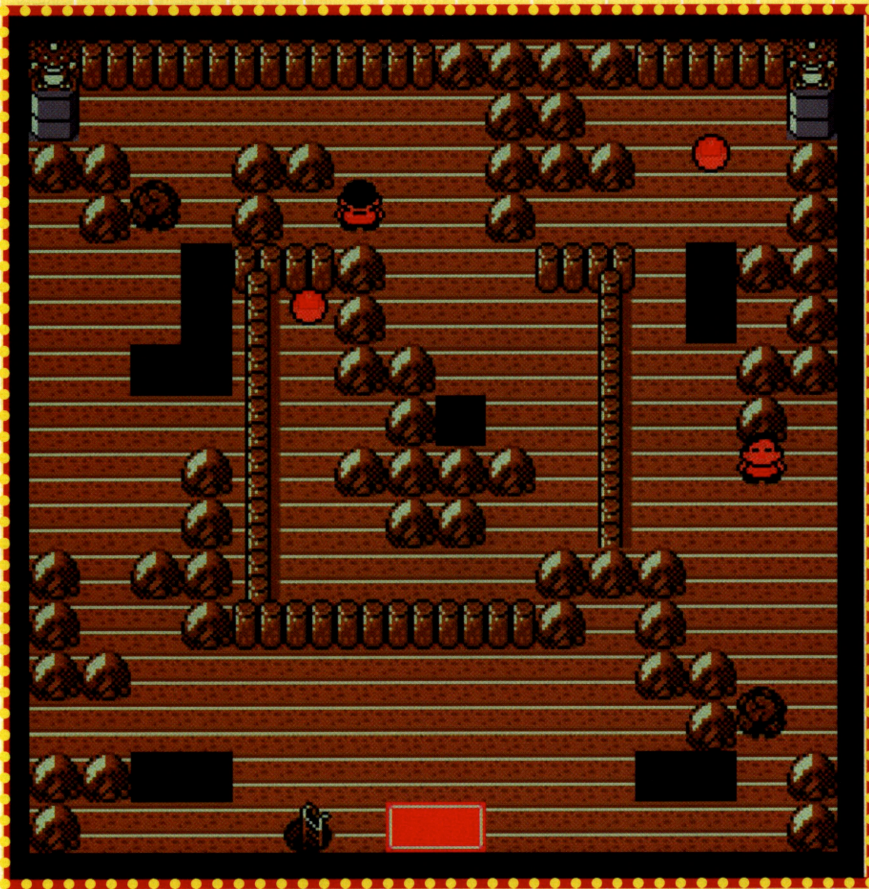
Inside, you will meet a man who talks about the Legendary Birds and the one that used to roost here. He says that if you can find the **Rainbow Wing**, you can come back and attract the bird.



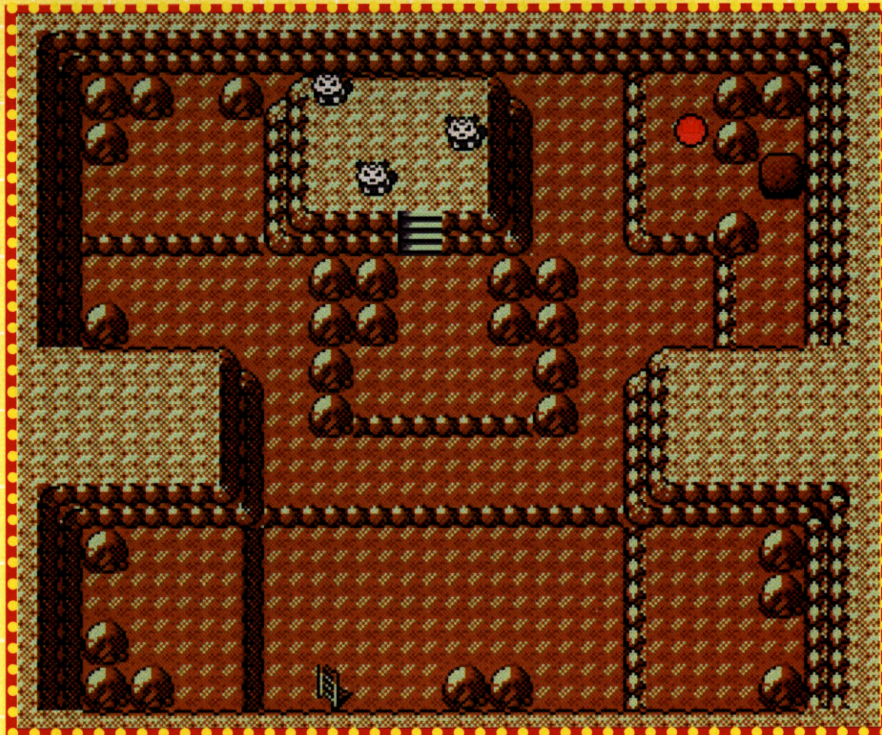
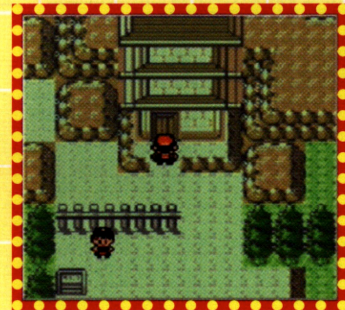
TIN TOWER

6

Burned Tower



Located on the northwest side of town, the Burned Tower was damaged in a fire some time ago. When you enter the tower, your rival will attack (see the next page). Once he's out of the way, you can explore. You'll need Rock Smash (TM08) to break the cracked rocks in order to reach the trainers and items. You can also fall through the floor in several places to reach different areas of the basement. The lower left and lower right holes don't lead anywhere interesting, but the top three do.



Rival Battle

Reward: ¥1320

Pokémon: Haunter L20, Zubat L20, Magnemite L18, Opposite to Your Starter Pokémon L22

Your rival isn't using anything especially dangerous. Any number of attacks will work fine against his Pokémon—just make sure you bring along a Pokémon to deal with your starter Pokémon's opposite.



#109 koffing

A pure Poison Pokémon, Koffing and its evolution (at 35) Weezing, learn a mix of Poison and Normal moves. Poison attacks are generally pretty unimpressive, but pure Poison is weak only against Ground and Psychic.

type 1:	Poison
type 2:	N/A
height:	2
weight:	2

evolution

#110 Weezing (Level 35)

#109 koffing



#110 weezing



#126 magmar

A pure Fire Pokémon with good stats in everything except defense, Magmar isn't bad, especially if you're hurting for a Fire Pokémon in your roster.

type 1:	Fire
type 2:	N/A
height:	4'3"
weight:	98

evolution

None

#126 magmar



Inside Burned Tower, head to the right and break the rock to reach the first trainer, the upper-right hole, and a **Burn Heal**. You can drop down this hole, but you need **Strength** (HM04) to get the item. Go up the left path and drop down a hole to get a **HP Up**, then climb back up, continue up the left path again, and break the rock to get to the second trainer, an **X Speed**, and the central hole. Drop down and step forward—the Legendary Pokémon will come alive and flee. When you're finished here, head west for Route 38.



Note

From this point on, you can find the Legendary Pokémon in the wild from time to time. They will immediately flee from battle during the first turn, but any damage you inflict carries over to the next time you encounter them, so you will eventually wear them down enough to catch them. To track them easily, check your Pokédex entry and look at the area map—their current location will appear so long as you have encountered them in the wild.

New pokémon

#243 raikou, #244 enteï, #245 suicune

The three Legendary Pokémon are exemplary of their respective types; Electric, Fire, and Water (see the next page for Enteï and Suicune). They are also a royal pain-and-a-half to catch. It is quite worth your time, however, as they will make a powerful addition to your roster.

#243 raikou

type 1:	Electric
type 2:	N/A
height:	6'3"
weight:	392

evolution

None

#243 raikou



New pokémon

#244 entei

type 1:	Fire
type 2:	N/A
Height:	6'11"
Weight:	437

evolution

None

#244 entei



#245 suicone

type 1:	Water
type 2:	N/A
Height:	6'7"
Weight:	412

evolution

None

#245 suicone



trainer 1

firebreather ned

Reward: ¥720
Pokémon: Koffing L18,
Growlithe L16, Koffing L15



My soul is on
fire. I'll show

trainer 2

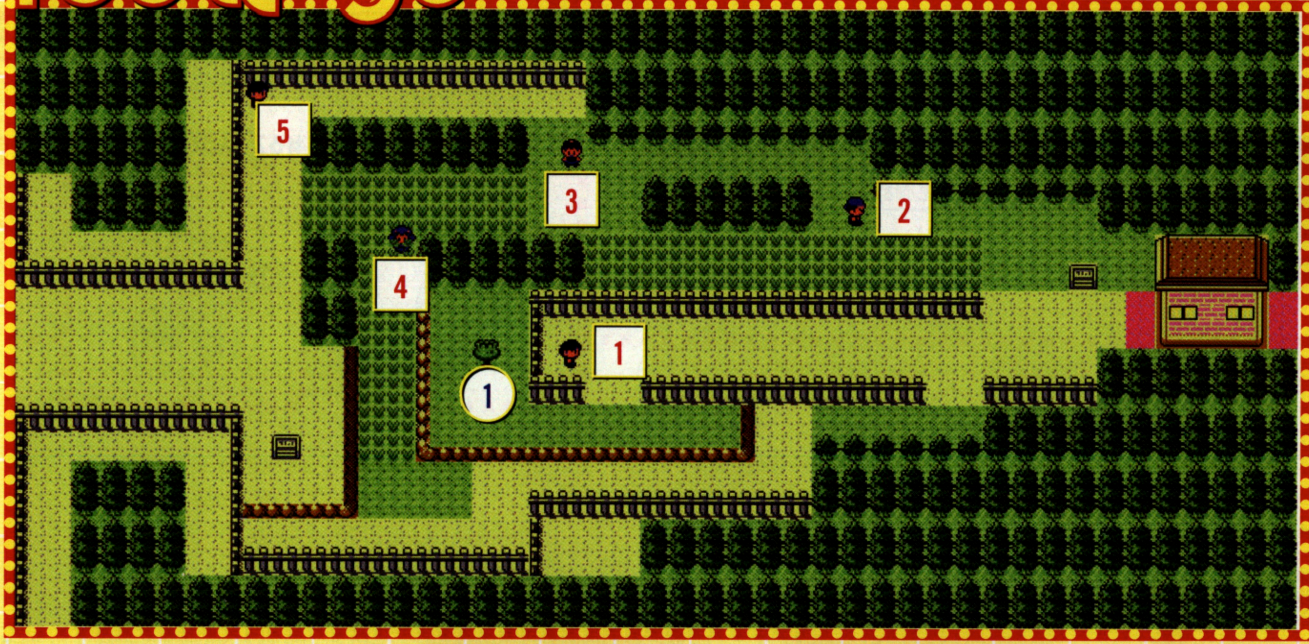
firebreather dick

Reward: ¥816
Pokémon: Charmeleon L17



Hey, I'm training
secretly here!

route 38



1 The Road to Moomoo Farm!

Head west to find a tree with a **Berry**, as well as a bunch of trainers. Spend a bit of time in the grass if you're in a hunting mood, then continue west to Route 39 and the Moomoo Farm.

trainer 1

bird keeper toby

Reward: ¥408
Pokémon: Doduo L15, Doduo L16, Doduo L17



Fly high into the sky, my beloved

trainer 2

sailor harry

Reward: ¥760
Pokémon: Wooper L19



I've been over-seas, so I know

trainer 3

lass dana

Reward: ¥432
Pokémon: Flaaffy L18, Psyduck L18



Are you good at training?

NOTE: Dana will give you her number after you battle.

trainer 4

beauty valerie

Reward: ¥1496
Pokémon: Hoppip L17, Skiploom L17



trainer 5

schoolboy chad

Reward: ¥608
Pokémon: Mr. Mime L19



Let me try something I learned

NOTE: Chad will offer you his number after you fight.



#01 Magnemite

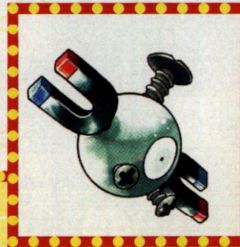
It's been a long while since you encountered any Electric Pokémon. Normally, Magnemite wouldn't be anything to get excited about, except that now it's part Steel, making it much more useful. Learning a mix of Normal and Electric attacks, Magnemite evolves into Magnetron at level 30, at which point it gains a healthy stat boost.

type 1:	Electric
type 2:	Steel
Height:	1'
Weight:	13

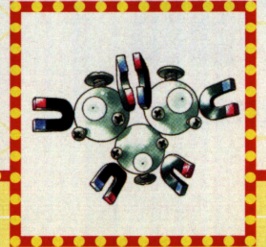
evolution

#82 Magnetron (Level 30)

#01 Magnemite



#02 Magnetron



New pokémon

#209 Snubbull

A pure Normal-type, Snubbull learns a wide selection of Normal moves, including two handy early attacks that greatly reduce enemy speed and attack. If you're fond of Normal-types, which are generally effective against anything, consider picking one up.

type 1:	Normal
type 2:	N/A
Height:	2'
Weight:	17

#209 Snubbull



#120 Tauros

One of the strongest pure Normal types (at least out of the old characters), Tauros is quite nice if you are fond of Normals.

type 1:	Normal
type 2:	N/A
Height:	4'7"
Weight:	195

evolution

None

#120 Tauros



New pokémon

#241 Miltank

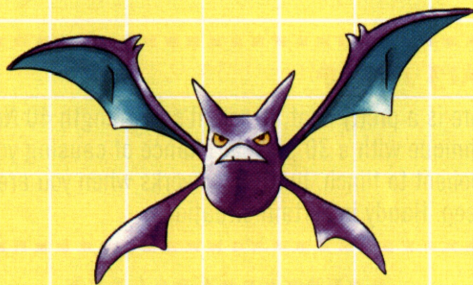
Yet another Normal-type Pokémon, this one learns a host of useful moves, including Recover and Rollout. If you like COWS...

type 1:	Normal
type 2:	N/A
Height:	3'11"
Weight:	166

evolution

None

#241 Miltank



SILVER VERSION ONLY

#52 Meowth

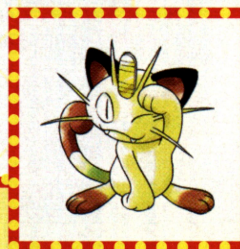
The cute and fuzzy Meowth is a straight Normal-type, learning all Normal moves, including the only move in the game that will actually earn you money in combat. Meowth evolves into Persian at level 28.

type 1:	Normal
type 2:	N/A
Height:	1'4"
Weight:	9

evolution

#53 Persian (Level 28)

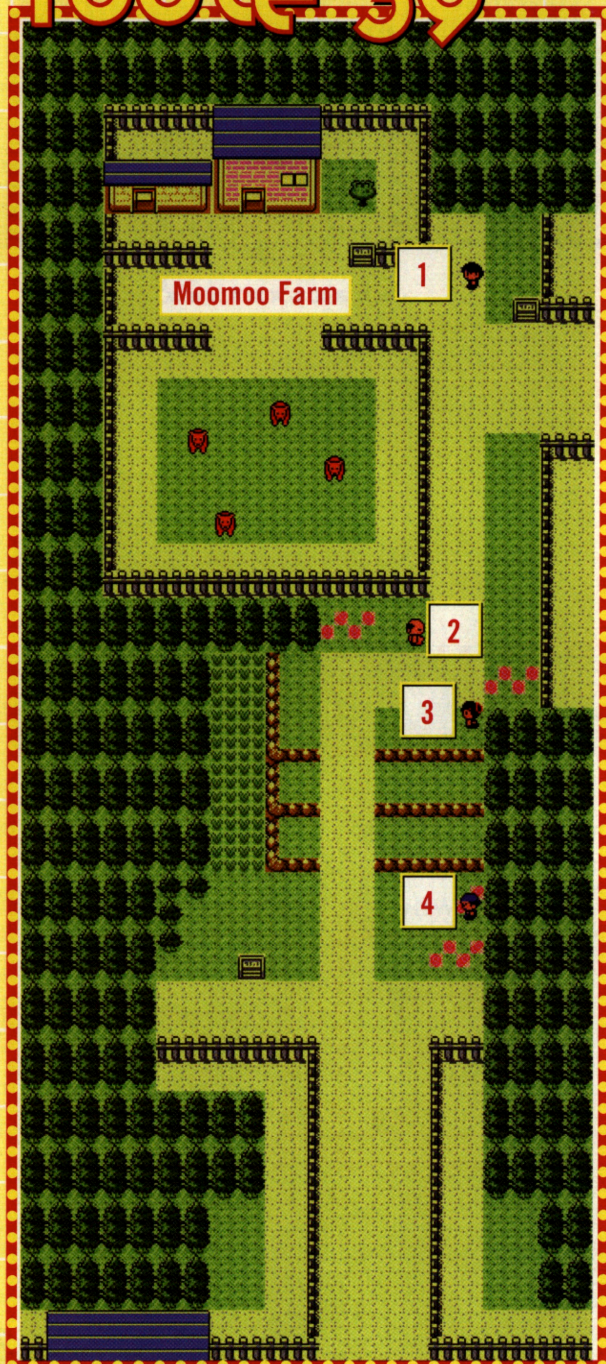
#52 Meowth



#53 Persian



route 39



Route 39 is home of the Moomoo Farm and four more trainers to test your mettle. Of course, there is more grass in which to go hunting, as well. Check the tree next to the Miltank Farm for a **Mint Berry**. If you go into the barn next to the house, you'll find a sick Miltank to which you can feed Berries to heal.

Note

*You need to feed the Miltank seven Berries, then go into the house and talk to the people inside to receive **TM13, Snore**. You'll also be able to buy **Moomoo Milk** for ¥500, which you can use to heal 100 HP on a Pokémon.*

TM13 SNORE

Snore is a pretty neat attack. It's a strength 40 Normal technique with a 30 percent chance of causing your opponent to flinch, but it only works when you are asleep. Handy in certain situations.



trainer 1

PSYCHIC NORMAN

Reward: ¥640

Pokémon: Slowpoke L17,
Slowpoke L20



olivine city

trainer 2

pokésan derek

Reward: ¥1360
Pokémon: Pikachu L17



Would you mind if
I bragged about

trainer 3

pokésan ruth

Reward: ¥1360
Pokémon: Pikachu L17



Such darling
POKÉMON.

trainer 4

sailor eugene

Reward: ¥760
Pokémon: Poliwhirl L17,
Raticate L17, Krabby L19



I just got back to
OLIVINE.

#03 farfetch'd

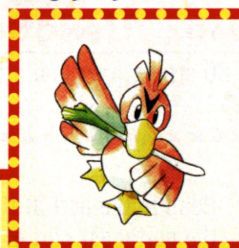
Farfetch'd is, well, exactly what its name says. A Normal/Flying hybrid, it learns almost entirely Normal attacks and has extremely average stats at best.

type 1:	Normal
type 2:	Flying
Height:	2'7"
Weight:	33

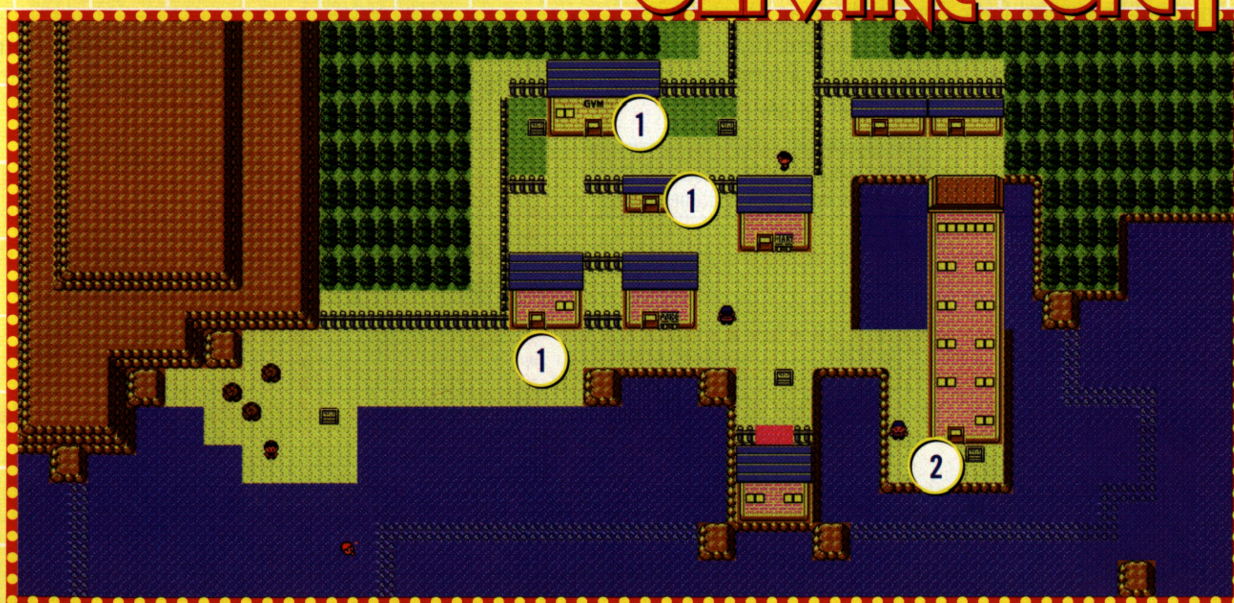
evolution

None

#03 farfetch'd



olivine city



1 Fishing and Fighting

As soon as you set foot in the city, your rival will come out of the gym and confront you. Apparently, Jasmine the gym leader isn't in the gym. She's at the Lighthouse caring for a sick Pokémon. You'll need to track her down if you want to get your badge. First, though, stop by the house just past the gym and talk to the man inside; he'll give you a **Good Rod** that you can use to catch better Water Pokémon. After that, go over to the house just left of the Pokémon Center and talk to the man inside; he'll give you **HM04, Strength**.

pokemon mart

Item	Cost
Great Ball	¥600
Super Potion	¥700
Hyper Potion	¥1200
Antidote	¥100
Parlyz Heal	¥200
Awakening	¥250
Ice Heal	¥250
Super Repel	¥500
Surf Mail	¥50



HM04 strength

An 80 strength normal attack, Strength can be used out of battle to shove non-cracked boulders out of your way.

Head to the port at the south end of town and spend a bit of time fishing to grab a Shellder. Finally, check the first house in the northeast part of town to trade a Krabby for a Voltorb.

#90 Shellder

Shellder and its evolved form, Cloyster, have an absolutely amazing defense with average stats elsewhere. If you wait to evolve Cloyster until level 50 (with a Water Stone), it will learn the excellent Ice Beam. This is a tool of choice for taking out powerful Flying or Dragon Pokémon, like, say, Dragonite and the Legendary Birds. You can fish out Shellder on the pier here.

type 1:	Water
type 2:	N/A
Height:	1'
Weight:	9

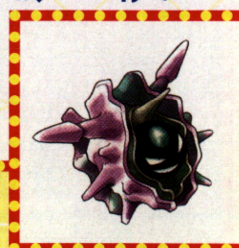
evolution

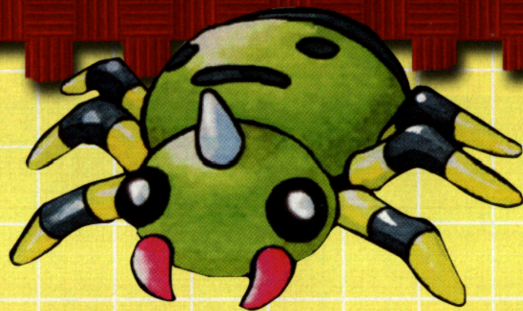
#91 Cloyster (Water Stone)

#90 Shellder



#91 Cloyster





#98 krabby

A pure Water-type Pokémon, Krabby is the only Pokémon in the game to learn the Crabhammer attack, a 90 strength Water move. This would be great if you didn't already have the easily available Surf, which is more powerful and versatile. On the other hand, Crabhammer does have a higher chance of scoring a critical hit. Krabby evolves to Kingler at level 28, and benefits from high attack and defense scores, which it can use well with the Normal attacks it learns.

type 1: Water

type 2: N/A

height: 1'4"

weight: 14

evolution

#99 Kingler (Level 28)

#98 krabby



#99 kingler



#100 voltorb

A straight Electric-type, Voltorb has a truly impressive speed rating, and decent HP and special. If you're lacking a good Electric-type, think about raising Voltorb up to Electrode at level 30, and teaching it Thunder from a TM.

type 1: Electric

type 2: N/A

height: 1'8"

weight: 23

evolution

#101 Electrode (Level 30)

#100 voltorb



#101 electrode

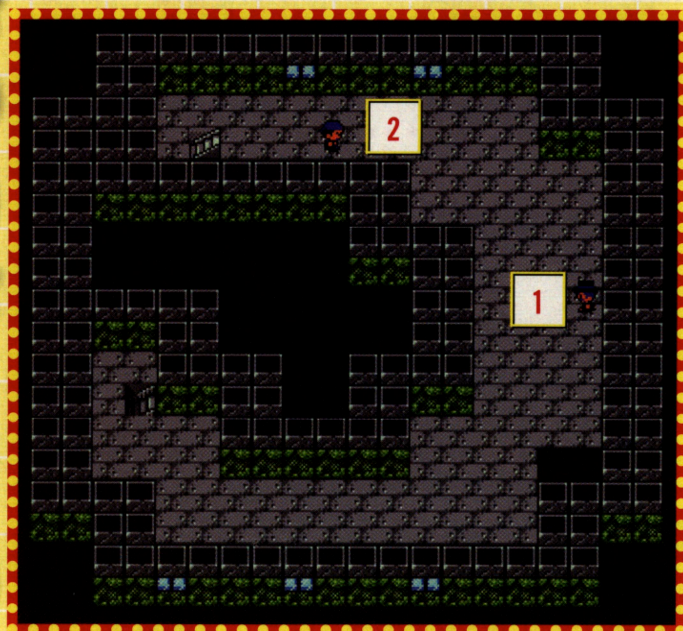


2 In the Lighthouse

1st Floor



2nd Floor



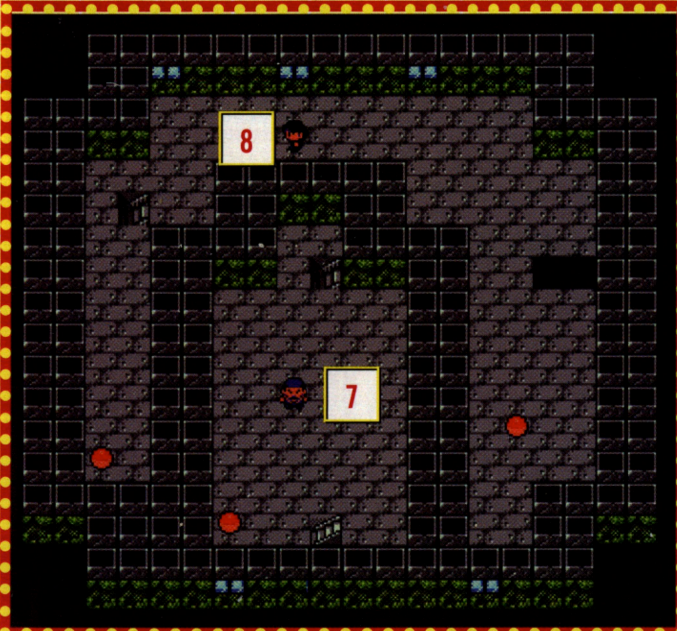
3rd Floor



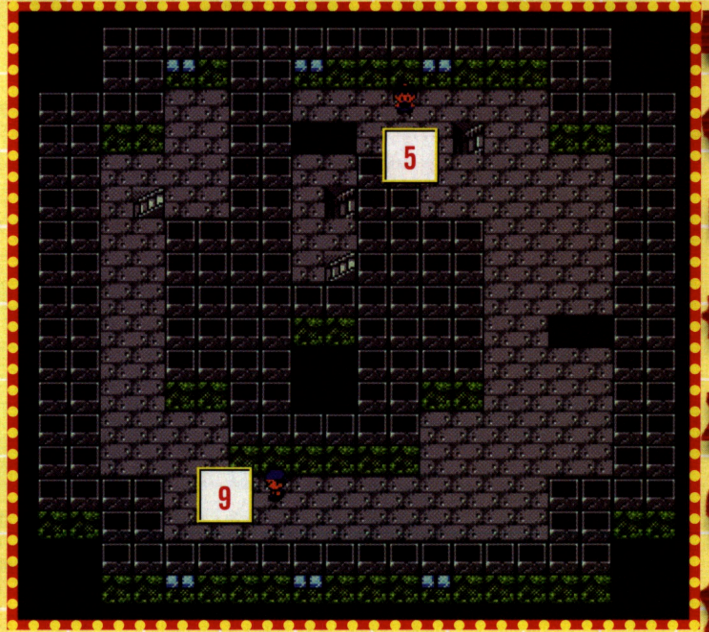
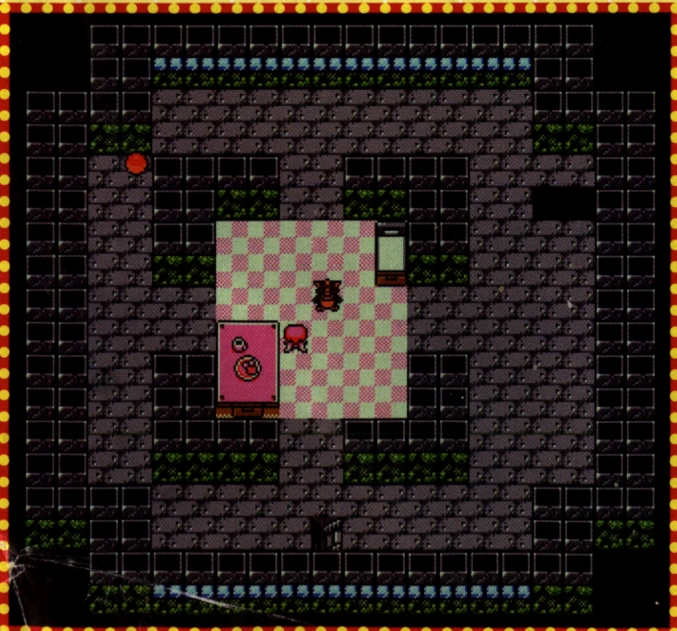
4th Floor

You need to reach Jasmine. She's at the top of the Lighthouse, so start climbing. You'll face a lot of Water and Flying Pokémon, so bring along an Electric and you'll have no problems with the trainers. The trainers are listed on the next page.

5th Floor



6th Floor



When you reach the fourth floor, drop down the hole just left of the stairs to reach Trainer 6 and an **Ether**. Go up the steps from there to meet Trainer 7 and a **Great Ball**. Once more up the stairs and you'll finally reach Jasmine and a **Super Potion** in the corner of the room. Talk to her and she'll tell you she needs medicine from the Pharmacy in Cianwood City to heal the sick Lighthouse Pokémon. When you drop out of her room through the hole on the right, you'll land near a **Rare Candy**. Check over to the left for Trainer 8 and **TM34** (Swagger). Then go down the steps to fight Trainer 9, and you're finished here. Onward to Route 40.

tm34 swagger

Swagger is a very unusual attack. It *greatly* raises your opponent's attack, but also confuses them. The trick is to use this with a Pokémon that has either an extremely high defense, or against a Pokémon that only uses special-based attacks.



trainer 1**gentleman alfred**

Reward: ¥1440
 Pokémon: Noctowl L20



Hm? This is no
 place for playing.

trainer 2**sailor huey**

Reward: ¥720
 Pokémon: Poliwhag L18,
 Poliwhirl L18



always spoiling

trainer 3**bird keeper theo**

Reward: ¥360
 Pokémon: Pidgey L17, Pidgey L15,
 Pidgey L19, Pidgey L15, Pidgey L15



Why are you here?
 Are you just going

trainer 4**gentleman preston**

Reward: ¥1296
 Pokémon: Growlithe L18,
 Growlithe L18



I travel the world
 to train my POKÉ-

trainer 5**lass connie**

Reward: ¥504
 Pokémon: Marill L21



JASMINE is this
 city's GYM LEADER.

trainer 6**sailor terrell**

Reward: ¥800
 Pokémon: Poliwhirl L20



Sailors are both
 kind and strong.

trainer 7**sailor ernest**

Reward: ¥720
 Pokémon: Machop L18,
 Poliwhirl L18, Machop L18



I wanted to battle
 JASMINE, but she's

trainer 8**bird keeper denis**

Reward: ¥432
 Pokémon: Spearow L18,
 Fearow L20, Spearow L18



We're pretty high
 up here. My bird

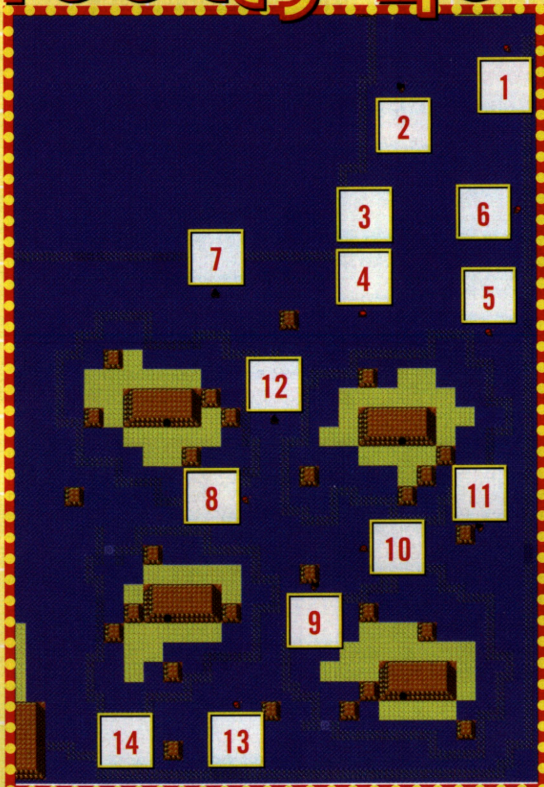
trainer 9**sailor kent**

Reward: ¥800
 Pokémon: Krabby L18, Krabby L20



JASMINE must be
 worried sick about

routes 40 & 41



Smash the rocks to the west of Olivine City to find a few Pokémon and a hidden **Hyper Potion**, then go surfing across the waves toward Cianwood City (go south and then west). You'll encounter plenty of Water Pokémon on the way there. Consider stocking up if you're fond of them or missing a good Water Pokémon in your roster. For now, you can't reach the Whirl Islands; you need HM06 (Whirlpool) to cross the whirlpools at each island's entrance.

Note

If you check the beach on Monday, you'll meet Monica. She'll give you the **Sharp Beak**, an item that will increase the attack power of Flying moves when held by a Pokémon.



Note

Spend some time fishing here, especially after you find the Super Rod later in the game.

#72 tentacool

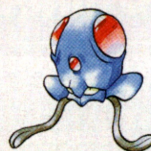
A Water/Poison Pokémon, Tentacool learns good Water moves and a handful of Poison and other moves to round out its attack list. With decent speed and a very high special, Tentacool isn't bad. It will evolve into Tentacruel at level 30, gaining a nice stat boost across the board. You can also find Tentacruel in the wild here.

type 1:	Water
type 2:	Poison
height:	2'11"
weight:	100

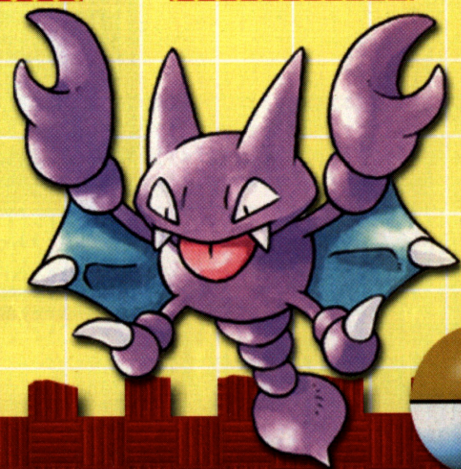
evolution

#73 Tentacruel (Level 30)

#72 tentacool

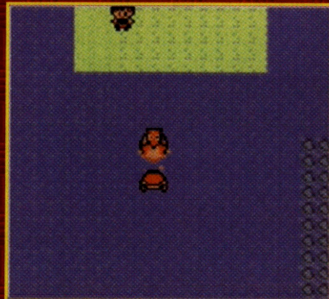


#73 tentacruel



trainer 1**swimmer ♂ simon**

Reward: ¥160
 Pokémon: Tentacool L20,
 Tentacool L20

**trainer 2****swimmer ♀ elaine**

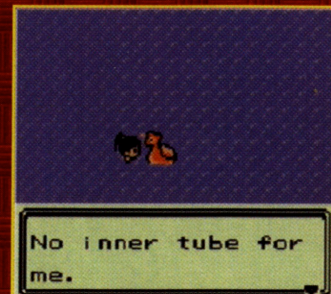
Reward: ¥420
 Pokémon: Staryu L21



Are you going to
 CIANHOOD?

trainer 3**swimmer ♀ paula**

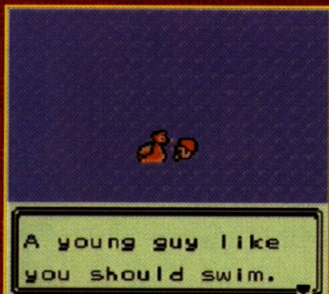
Reward: ¥380
 Pokémon: Staryu L19,
 Shellder L19



No inner tube for
 me.

trainer 4**swimmer ♂ randall**

Reward: ¥144
 Pokémon: Shellder L18,
 Wartortle L20, Shellder L18



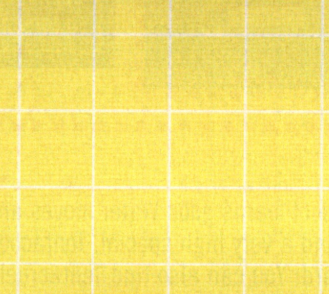
A young guy like
 you should swim.

trainer 5**swimmer ♂ george**

Reward: ¥152
 Pokémon: Tentacool L16, Tentacool
 L16, Staryu L19, Tentacool L17,
 Tentacool L17, Remoraid L19

**trainer 6****swimmer ♂ charlie**

Reward: ¥152
 Pokémon: Shellder L21,
 Tentacool L19, Tentacool L19

**trainer 7****swimmer ♀ kaylee**

Reward: ¥400
 Pokémon: Goldeen L18,
 Goldeen L20, Seaking L20

**trainer 8****swimmer ♂ berke**

Reward: ¥184
 Pokémon: Qwilfish L23



See those islands
 that are blocked

trainer 9**swimmer ♀ denise**

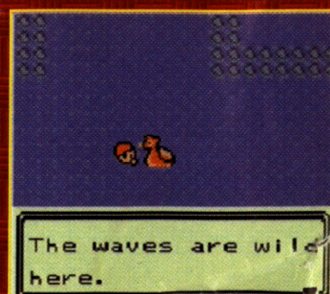
Reward: ¥440
 Pokémon: Seel L22



The weather is so
 beautiful, I'm in

trainer 10**swimmer ♂ kirk**

Reward: ¥160
 Pokémon: Gyarados L20,
 Gyarados L20



The waves are wild
 here.

cidNwood city

trainer 11

swimmer ♀ kara

Reward: ₣400

Pokémon: Staryu L20, Starmie L20



If you need to rest, just tread

trainer 12

swimmer ♀ susie

Reward: ₣440

Pokémon: Psyduck L20, Goldeen L22



You look so elegant, riding your

trainer 13

swimmer ♂ Mathew

Reward: ₣184

Pokémon: Krabby L23

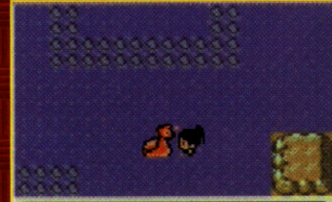


trainer 14

swimmer ♀ Wendy

Reward: ₣400

Pokémon: Horsea L21, Horsea L21



At night, STARYU gather near the

cidNwood city

pokemon mart

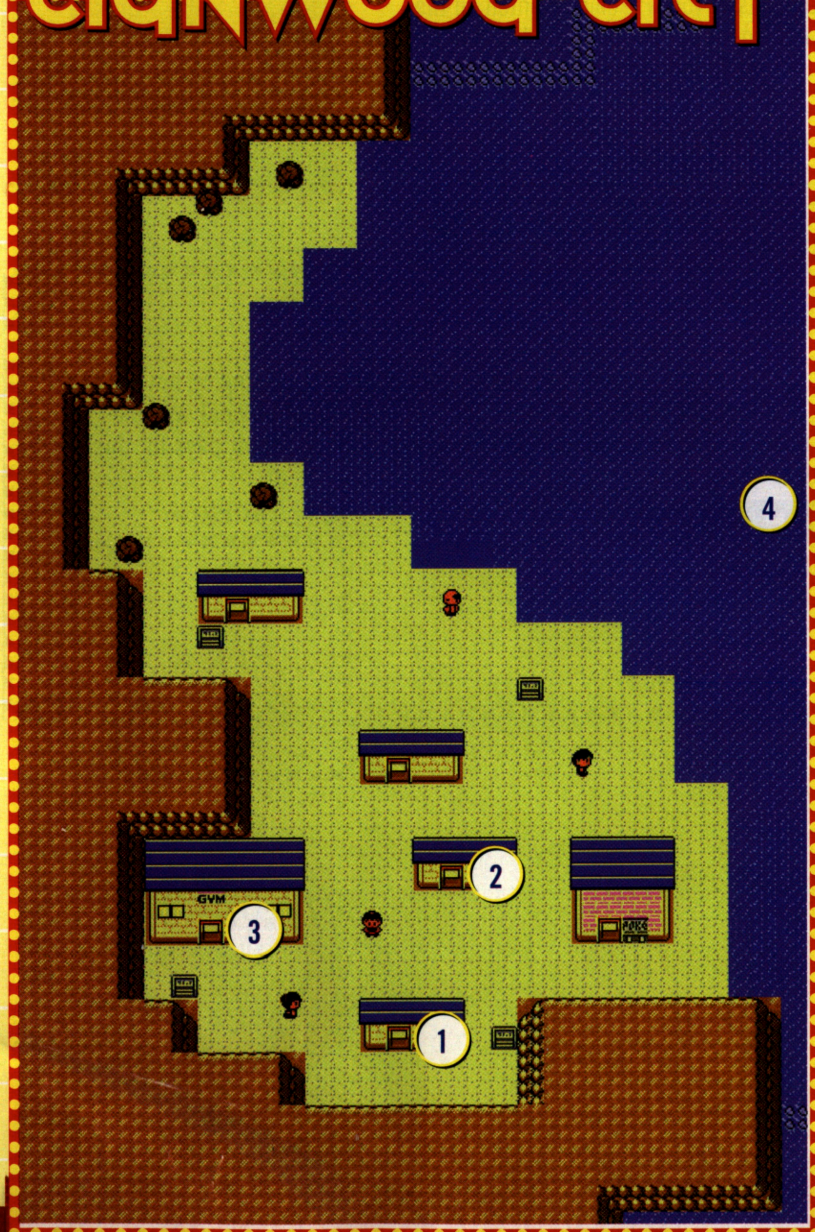
(Accessible after you receive the Secret Potion)

Item	Cost
Potion	₣300
Super Potion	₣700
Hyper Potion	₣1200
Full Heal	₣600
Revive	₣1500

exploring the city

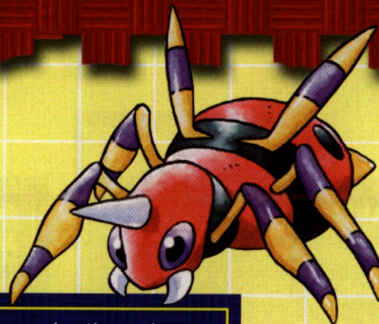
1 The Pharmacy

This is what Jasmine (Olivine City's gym leader) sent you for. Enter the Pharmacy at the south end of town and talk to the man inside to pick up the **Secret Potion**. With this in your possession, you can return and heal the sick Pokémon in Olivine City's Lighthouse. But first, there are a few things you should do around town.



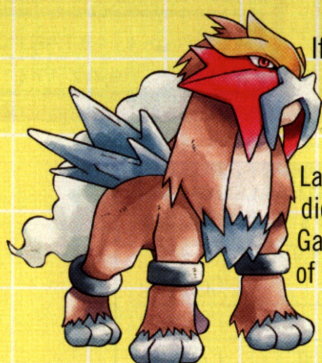
Note

The man in the Pharmacy will act as a Pokémon Mart after you receive the potion from him..



2 Around Town

Check the house just north of the Pharmacy to find a man who had an unpleasant encounter with your rival. If you have a free slot in your party, he'll give you a Shuckle!



If you look in the house just north of there, you'll meet some girls who talk about the legendary sea Pokémon in the Whirl Islands. One of them mentions that you'll need a **Silver Wing** to see it.

Last stop, the house in the northwest side of town has a photo studio where you can get snapshots of your Pokémon printed on the Game Boy® Printer. You can also smash the rocks on the beach north of town and search to find a **Max Ether** and a **Revive**.



New pokémon

#213 Shuckle

A very strange Bug/Rock Pokémon, Shuckle learns mostly Normal moves, but it does gain a defense-raising technique and a healing technique much later. Only Water, Rock, and Steel attacks are strong against it, and Poison is weak against it. Finally, Shuckle has defense and special defense ratings that are absolutely through the roof. Of course, it pays for this with extremely low attack, special attack, and speed.

type 1:	Bug
type 2:	Rock
Height:	2'
Weight:	45

evolution

None

#213 Shuckle



Cianwood city

3 Cianwood City Gym: Fighting-Type



The lady standing outside the Gym is willing to help you out if you can prove yourself by acquiring the Storm Badge from her husband, the gym leader. Head inside, and be sure to bring a Pokémon that can use Strength—you need to push some boulders out of the way. This gym is pure Fighting, so bring along some Flyers or Psychics to deal heavy damage, and avoid using Bug, Rock, or Dark attacks.

trainer 1

blackbelt yoshi

Reward: ¥648
Pokémon: Hitmonlee L27



trainer 2

blackbelt Lao

Reward: ¥648
Pokémon: Hitmonchan L27



trainer 3

blackbelt nob

Reward: ¥600
Pokémon: Machop L25, Machoke L25



trainer 4

blackbelt Lung

Reward: ¥600
Pokémon: Mankey L23, Mankey L23, Primeape L25



Gym Leader Chuck

Reward: ¥3000, Storm Badge, TM01
Pokémon: Primeape L27, Poliwrath L30

More straight fighting. Status attacks are very effective, as there is little Chuck can do against them. This is basically a straightforward brawl, which is appropriate given his style. He will try to surprise you with a Poliwrath, meaning if you've still got that Electric Pokémon around that you've been using, he's in serious trouble. Once you defeat Chuck, you'll receive the **Storm Badge, TM 01** (Dynamicpunch), and be able to get **HM02** (Fly) from the old lady outside. Suddenly, travel will become a whole lot easier.



the storm badge

Your fifth badge, the Storm Badge allows you to control Pokémon up to level 70 and it lets you use the awesome HM02, Fly.

TM01 DYNAMICPUNCH

With a near perfect chance of confusing your opponent, this 100 strength Fighting technique is an excellent choice for any of your Fighting Pokémon. The only weakness is the low (50 percent) accuracy of the attack itself.

HM02 FLY

Fly is a great Flying technique, with strength 70 and the ability to avoid attacks in a manner similar to Dig. Out of battle, it lets you fly from city to city, making travel a snap.

back to oliveine city

4 Return to the Lighthouse

Use Fly to get back to Olivine City. You need to go visit Jasmine and deliver the cure for her sick Pokémon. Climb the Lighthouse and give her the **Secret Potion**.

Now you can head for the Gym and face her for the badge. Thankfully, no trainer fights, just the main event.



Olivine City Gym: Steel-Type



Gym Leader Jasmine

Reward: ¥3500

Pokémon: Magnemite L30, Magnemite L30, Steelix L35

Jasmine uses Steel-types, so you'll want to use Fire, Fighting, or Ground against her. Most other attacks are weak against Steel—only Water and Electric are normal strength. A mix of Ground, Fire, and Fighting should do well, and status attacks are always a good bet. For specific Pokémon, you might want to use Geodude (or another Ground) to deal with her Magnemite, and a Magnemite to fight her Steelix. Defeating her will net you the **Mineral Badge** and **TM23** (Iron Tail). Once you're done here, it's time to head east. Fly to Ecruteak City and travel eastward to Route 42.



the mineral badge

The Mineral Badge will raise your Pokémon's defense.

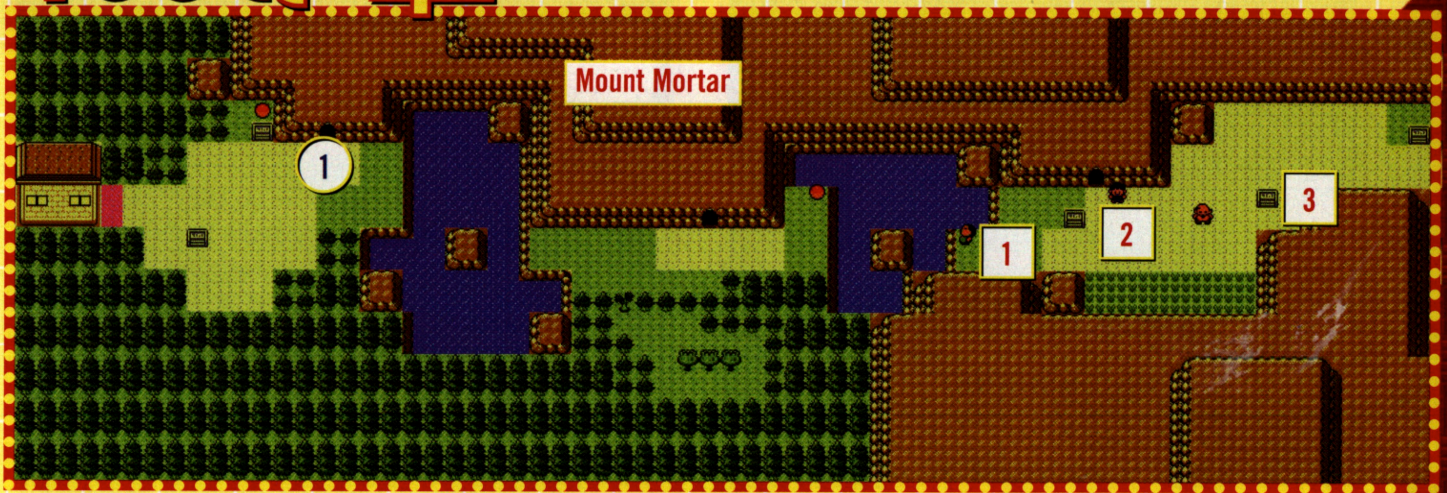
TM23 iron tail

A 100 strength Steel attack, Iron Tail also has a 30 percent chance of lowering your opponent's defense. While Steel as a type is excellent defensively, Steel as an attack is not so great—strong against Ice and Rock, weak against Fire, Water, Electric, and Steel. Still, it's a very good attack against any other Pokémon, and if you face a tough Ice type, it'll do a number on it.

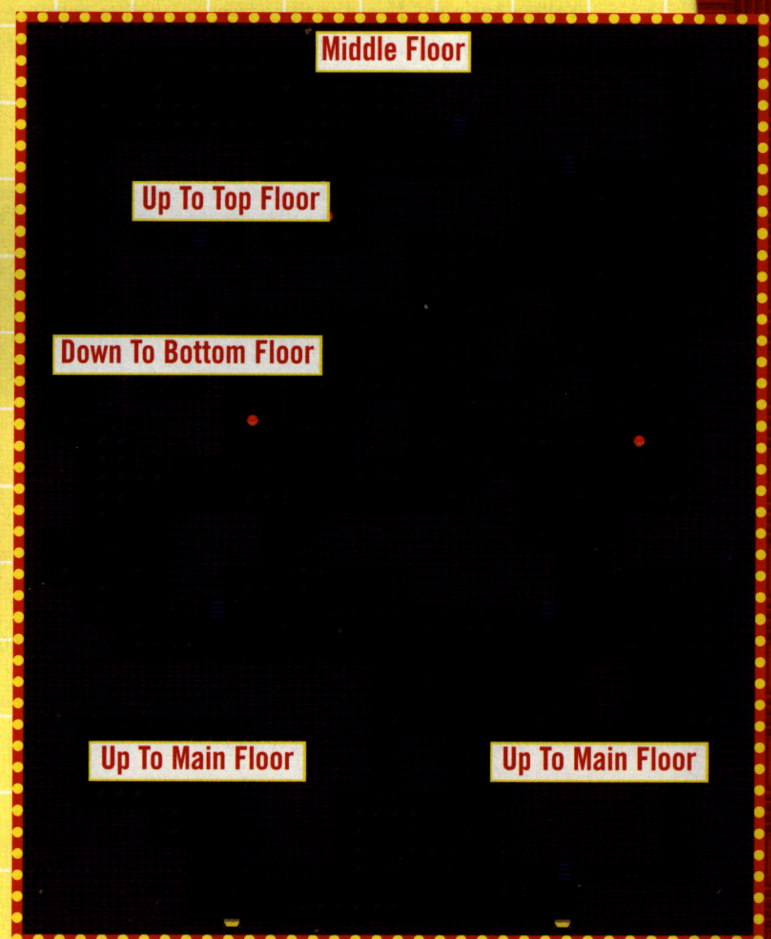
Note

This is a good time to go back to previous routes and use some of your abilities to pick up items and check out areas you couldn't reach before. If you want to be really thorough, you can equip the Item Finder and hunt screen-by-screen. As a checklist, Headbutt, Fishing, Rock Smash, Strength, Cut, Surf, and Flash should get you anywhere you want to go and find anything you've missed.

route 42



1 The Path through Mount Mortar



Karate King

Bottom Floor

Up To Middle Floor

Up To Main Floor

Top Floor

Down To
Middle Floor

Out To Main Floor

Just in front of the entrance, you'll find the cave to Mount Mortar and an **Ultra Ball**. Inside the cave itself, it is pitch black, so you'll need a Pokémon with Flash. Some boulders will bar your path, so bring along Strength, as well.

Search the cave to find a **Guard Spec.**, an **Ether**, a **Hyper Potion**, and an **Escape Rope**. If you wish to skip the cave, you can simply Surf across the small lake. Near the lakeshore you can find a **Super Potion**, and in the middle of the lake is a small set of three trees that you can Cut your way to, containing a **Pink Apricorn**, a **Green Apricorn**, and a **Yellow Apricorn**. Near the three trees is another entrance to the mountain, which leads down to some water you can Surf across to find a **Full Heal**. Later you can come back and explore up the waterfall. For now, head east to Mahogany Town.

Note

Once you have Waterfall, return and climb the waterfall to reach the back, where you can find a **Max Potion**, some **Rare Candy**, an **Escape Rope**, a **Max Revive**, **TM40** (Defense Curl), a **Dragon Scale**, and an **Elixir**. Search down into the depths and you'll find the Karate King, who will give you **Tyrogue**, the odd pre evolution of Hitmonchan and Hitmonlee, but only if you defeat him in battle first, and only if you have space in your party.

trainer

1

karate king

Reward: ¥816

Pokémon: Hitmonlee L34,
Hitmonchan L34



I am the KARATE
KING!

tm40 defense curl

Defense Curl is a basic defense enhancer, except that it also increases the effectiveness of Rollout for the next turn.

Trainers along Route 42



trainer 1

fisher chris

Reward: ¥720
Pokémon: Qwilfish L18



trainer 2

pokémoniac shane

Reward: ¥960
Pokémon: Nidorina L16,
Nidorino L16



trainer 3

hiker benjamin

Reward: ¥512
Pokémon: Diglett L14,
Geodude L14, Dugtrio L16



#118 goldeen

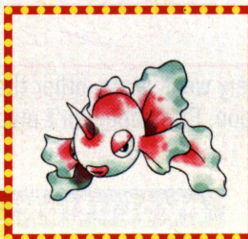
A straight Water-type, Goldeen unfortunately learns a few too many Normal moves without the attack to back them up. It does learn one relatively strong Water attack, and you can always teach it Surf, but given its mostly average stats and the abundance of excellent Water Pokémon, Goldeen is probably better off left in the goldfish bowl. You can also catch the evolved form, Seaking, in this area.

type 1:	Water
type 2:	N/A
height:	4'3"
weight:	86

evolution

#119 Seaking (Level 33)

#118 goldeen



#119 seaking





New pokémon

#103 Marill

This cute little water mouse makes its home here in Mount Mortar. It's very rare, so don't expect to encounter it without a bit of wandering around. Marill learns the nifty move Rain Dance, which powers up all Water moves for several turns.

type 1:	Water
type 2:	N/A
Height:	1'4"
Weight:	19

#103 Marill



gold version only

#56 Mankey

A straight Fighter, Mankey has very weak stats, other than its HP and attack. It does learn a decent set of Normal moves, but not too many Fighting. Its evolution, Primeape, isn't much better. Stick to Machop and friends (unless you're unusually fond of monkey-looking critters).

type 1:	Fighting
type 2:	N/A
Height:	1'8"
Weight:	62

evolution

#57 Primeape (Level 28)

#56 Mankey



#57 Primeape



New pokémon

#190 Aipom

Bang your head on the trees around here a bit to find this cute Normal-type monkey. It learns mostly Normal moves, including one unusual move that allows Pokémon to switch out while keeping stat modifiers (attack increased and so forth).

type 1:	Normal
type 2:	N/A
Height:	2'7"
Weight:	25

evolution

None

#190 Aipom



New pokémon

#214 Heracross

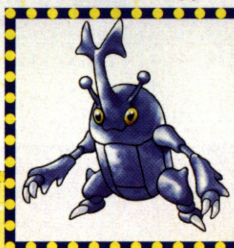
More Headbutting will result in Heracross dropping out of the trees to fight you. An odd Bug/Fighting mix, Heracross is actually ideal for facing the new Dark- and Steel-types—if you teach it the right moves.

type 1:	Bug
type 2:	Fighting
Height:	4'11"
Weight:	119

evolution

None

#214 Heracross



Mahogany town



POKÉMON MART

(available after Team Rocket is defeated)

Item	Cost
Ragecandybar	¥300
Great Ball	¥600
Super Potion	¥700
Hyper Potion	¥1200
Antidote	¥100
Parlyz Heal	¥200
Super Repel	¥500
Revive	¥1500
Flower Mail	¥50

entering the town

1 Ragecandybar

According to the sign near this town's entrance, this is the Home of the Ninja, apparently celebrating their stealth with a poster announcing their presence. At any rate, check the first building in town for a shop that sells both Slowpoketails and Tinymushrooms. Then hit the east part of town and talk to the man there. He'll offer you some **Ragecandybar** for ¥300 and he won't let you pass. If you try to get into the Gym here, a man will tell you to go north and check out the Lake of Rage, so that's where you'll have to go.



2 Trailblazing

You'll be heading due north on Route 43 to reach the Lake of Rage. A Team Rocket member will try to charge you if you take the right path up (through the junction building), but you can skip him by taking the left path up through the grass (besides, you wanted to go Pokémon hunting, right?). On the way up, loop back around behind the house to pick up a **Max Ether**. You can also Surf across the first pool on the left to reach a tree with a **Bitter Berry**.

Note

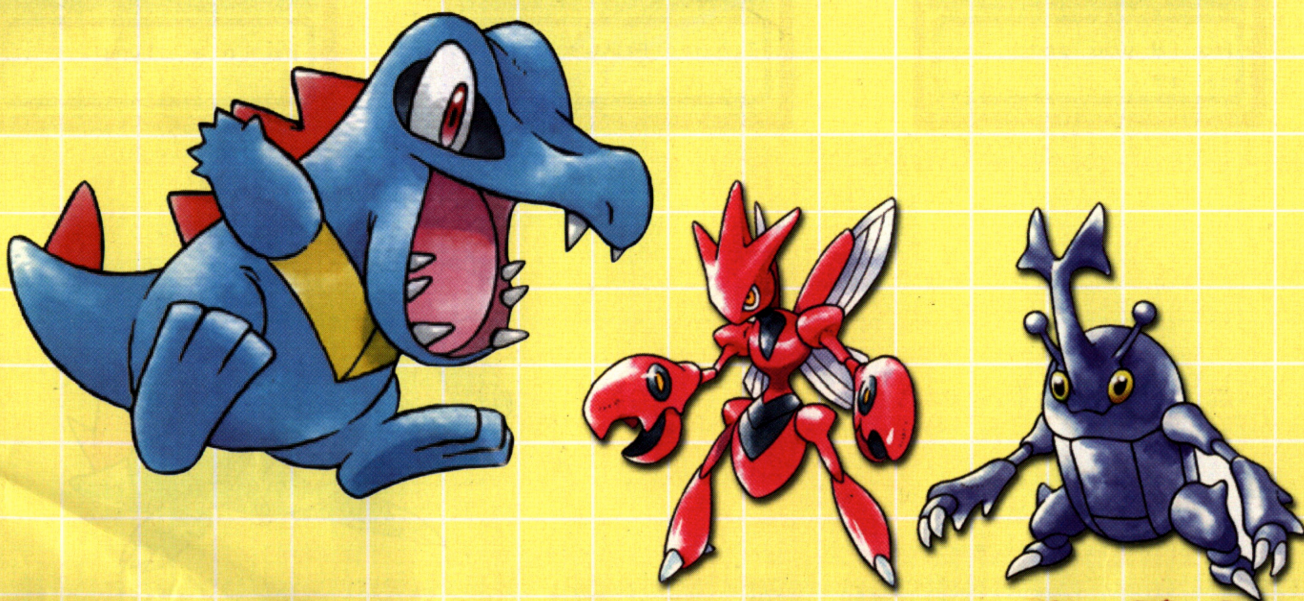
You might want to spend a bit of time hunting in the grass around here—you never know what Pokémon might show up...

Note

*If you revisit the building on the right side of the path up Route 43 after you defeat Team Rocket, the man inside will give you **TM36, Sludge Bomb**.*

tm36 sludge bomb

A new and very powerful Poison technique, Sludge Bomb has a 90 strength and a 30 percent chance of poisoning your target.



trainer 1

camper spencer

Reward: ¥380

Pokémon: Sandshrew L17,
Zubat L19, Sandslash L17



I can do so much
with my POKÉMON--

trainer 2

picnicker tiffany

Reward: ¥400

Pokémon: Clefairy L20



Are you going to
LAKE OF RAGE too?

trainer 3

pokémaniac brent

Reward: ¥1140

Pokémon: Lickitung L19



Hey! Do you have
any rare POKÉMON?

trainer 4

pokémaniac ron

Reward: ¥1140

Pokémon: Nidoking L19



Would you get
this?

trainer 5

pokémaniac ben

Reward: ¥1140

Pokémon: Slowbro L19



I love POKÉMON!

trainer 6

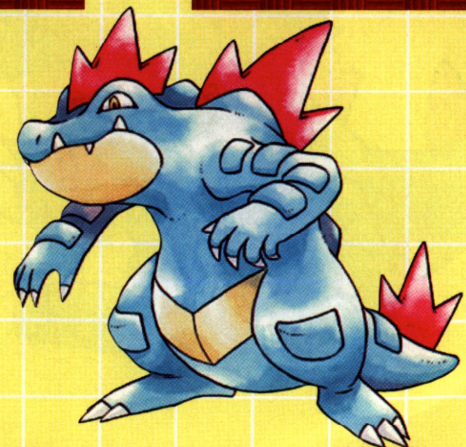
fisher marvin

Reward: ¥600

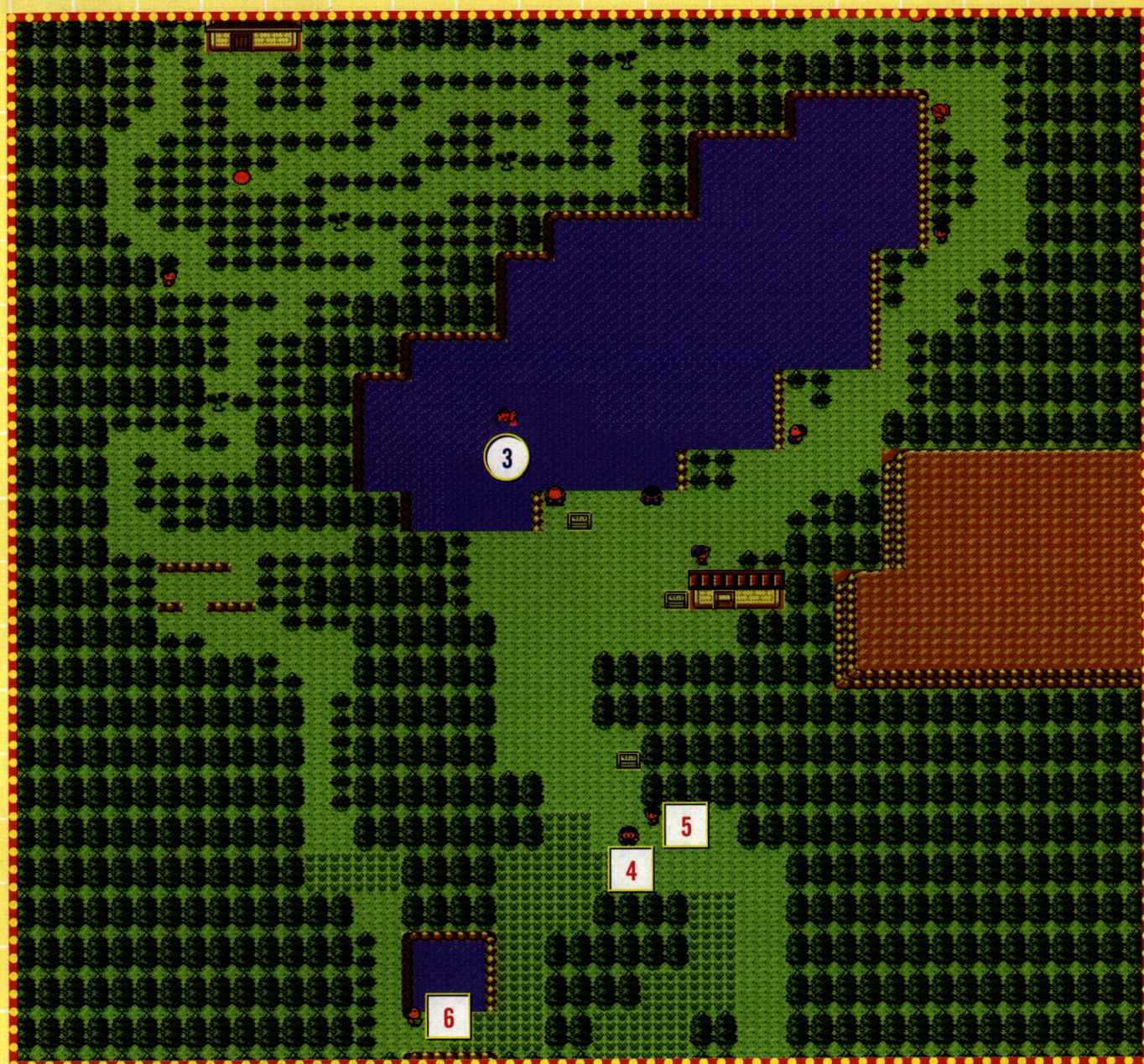
Pokémon: Magikarp L10, Gyarados
L10, Magikarp L15, Gyarados L15



I'm in a slump.

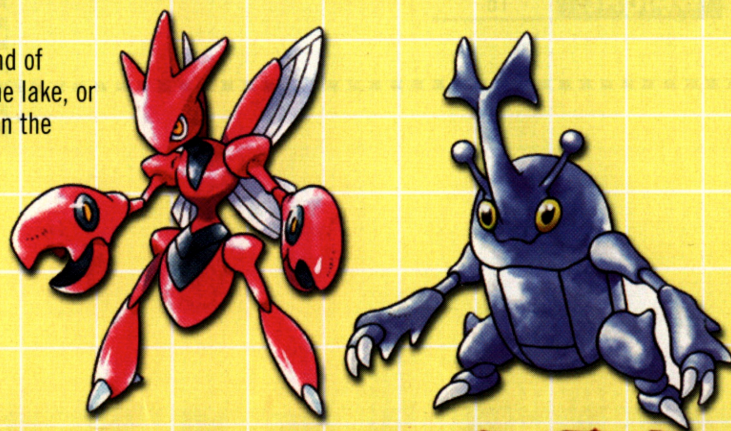


Lake of rage



3 Face Gyarados

Once you reach the group of two trainers at the end of Route 43, you can either go up the right toward the lake, or go down around to the left and up into the trees on the west side of the lake. Head left (you'll need Cut to get into the tree maze) and if you look around in the maze, you'll find a **Max Ether**, and **TM43, Detect**. Check the house in the far northwest of the trees to find a man who will give you **TM10, Hidden Power**.



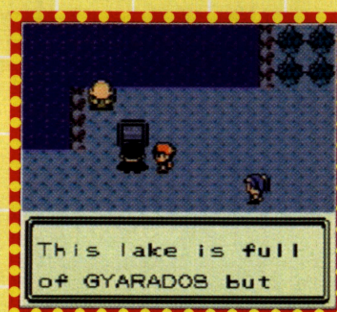
TM43 detect

Detect is a very nice technique that requires a bit of planning to use. It always goes first and gives you a 100 percent evasion rate against your opponent's next attack, but each successive use reduces its evasion rate—50 percent, 25 percent, 12 percent, etc.

TM10 hidden power

Hidden Power is, to put it mildly, bizarre. It is a 31 to 70 strength attack, but the attack power and type are based entirely on the Pokémon you teach it to. The type and the strength both are determined by hidden stat values (genes, if you will) unique to each Pokémon. You can test how effective it will be on a given Pokémon by saving your game, teaching the technique, then checking it out in battle. If you've been wanting a strength 70 Dark attack to take out those Psychics, here's your chance...

Once you're done with the maze, head back to the lakeside and talk to the master fisherman in his house, then Surf out onto the lake and fight Gyarados. You'll receive a **Red Scale** when you defeat it. You can take this to Mr. Pokémon to receive an **Exp. Share**. When you get back to shore, a man in a black cape will be waiting for you—Lance. Talk to him and he'll ask you to investigate where the radio signal in Maghogany Town is coming from.



new pokémon

#204 pineco

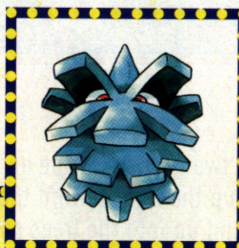
A Bug-type, Pineco learns almost pure Normal moves. When it evolves into Forretress at level 31, it gains the Steel-type, making it excellent defensively.

type 1:	Bug
type 2:	N/A
Height:	2'
Weight:	16

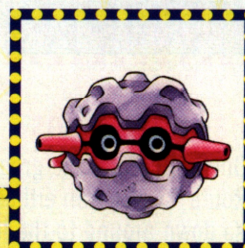
evolution

#205 Forretress (Level 31)

#204 pineco



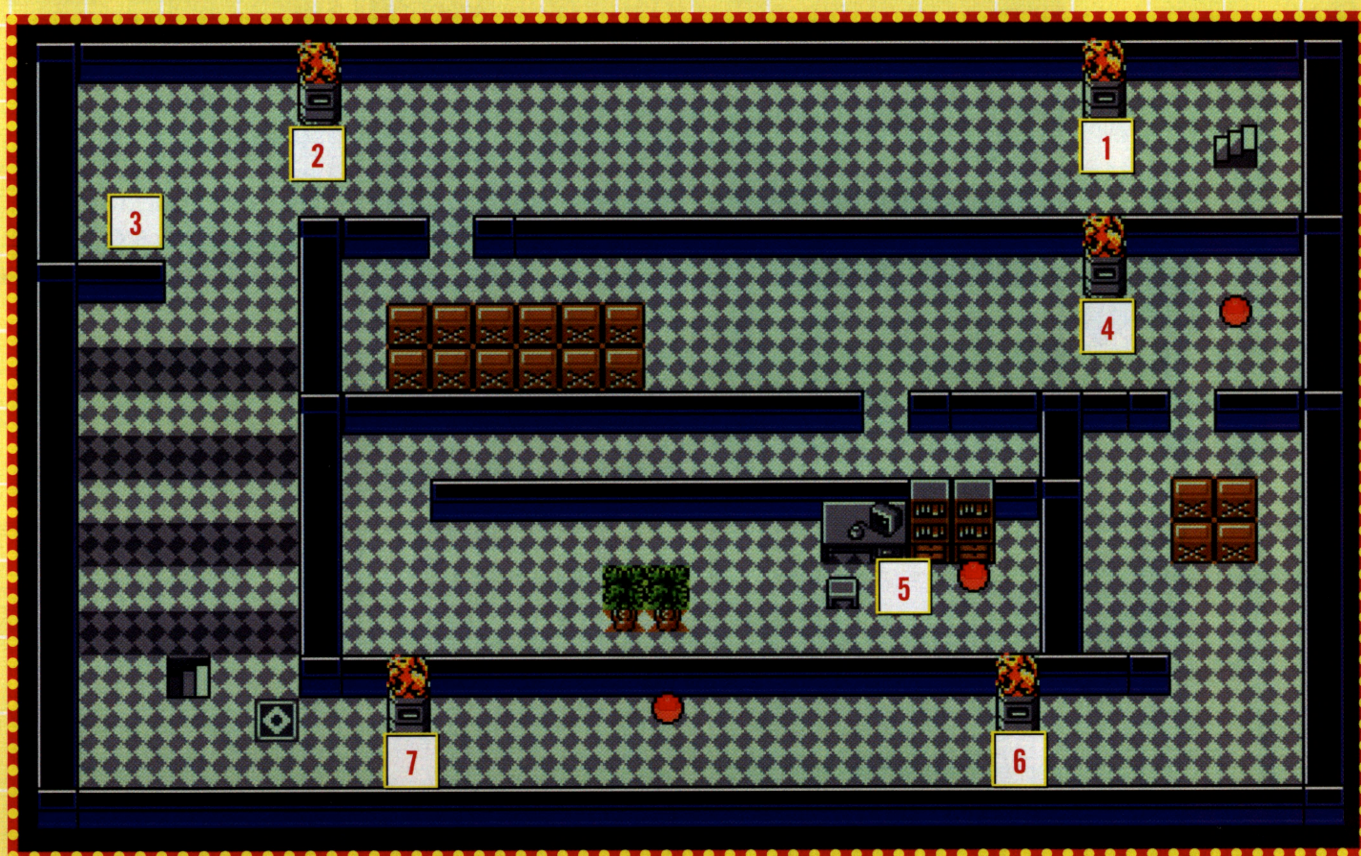
#205 forretress



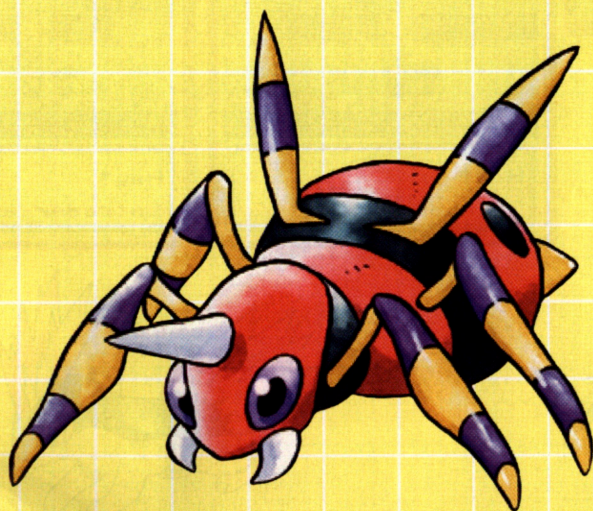
4 team rocket headquarters

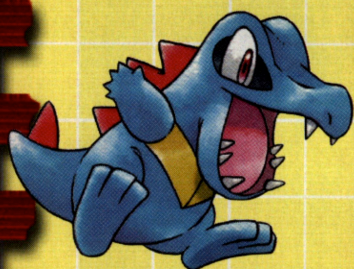
When you reach town, enter the Pokémon Mart, and it will be revealed for what it actually is, a front for Team Rocket. Lance will blast his way in with his Dragons and you can follow after him down the stairs.

Team Rocket HQ, Basement 1



The statues here act as alarm systems. Each time you step in front of one, a pair of Team Rocket members will attack. At the west end of this floor is a series of odd floor panels that act as traps, causing wild Pokémon to attack. Search this floor to find a **Hyper Potion**, an **X Accuracy**, and a **Nugget**, then proceed down to the second floor. If you need to get back out quickly, the blue panel next to the stairs down will teleport you back to the entrance.





trainer 1

rocket grunt

Reward: ¥760
Pokémon: Drowzee L17, Zubat L19

rocket grunt

Reward: ¥720
Pokémon: Zubat L16, Rattata L18,
Grimer L17



trainer 2

rocket grunt

Reward: ¥760
Pokémon: Drowzee L17, Zubat L19

rocket grunt

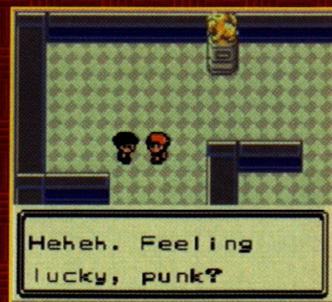
Reward: ¥720
Pokémon: Zubat L16, Rattata L18,
Grimer L17



trainer 3

rocket grunt

Reward: ¥640
Pokémon: Rattata L16, Rattata
L16, Rattata L16, Rattata L16



trainer 4

rocket grunt

Reward: ¥760
Pokémon: Drowzee L17, Zubat L19

rocket grunt

Reward: ¥720
Pokémon: Zubat L16, Rattata L18,
Grimer L17



trainer 5

scientist jed

Reward: ¥2000
Pokémon: Magnemite L20,
Magnemite L20, Magnemite L20



trainer 6

rocket grunt

Reward: ¥760
Pokémon: Drowzee L17, Zubat L19

rocket grunt

Reward: ¥720
Pokémon: Zubat L16, Grimer L17,
Rattata L18



trainer 7

rocket grunt

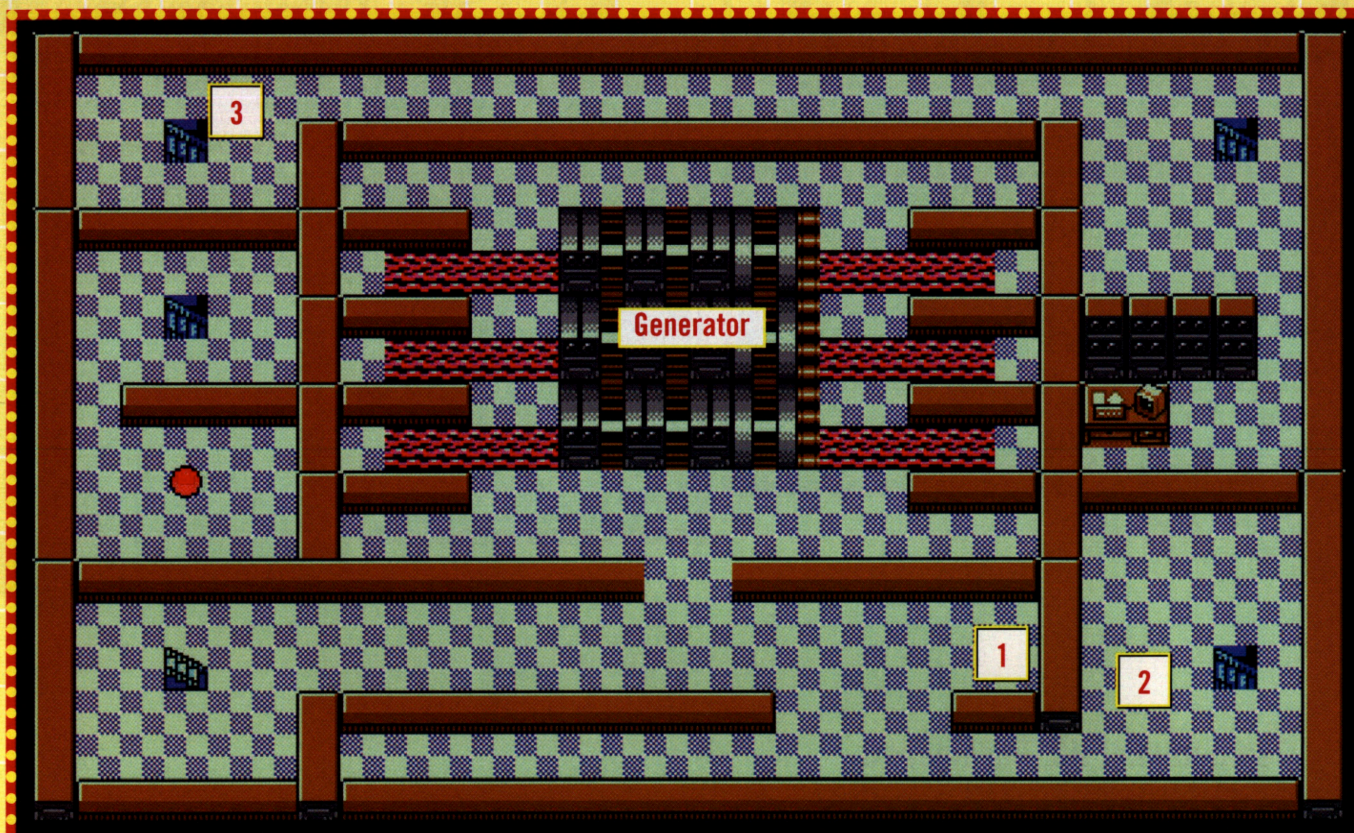
Reward: ¥760
Pokémon: Drowzee L17, Zubat L19

rocket grunt

Reward: ¥720
Pokémon: Zubat L16, Grimer L17,
Rattata L18



Team Rocket HQ, Basement 2



You'll go up and down between this floor and the third. Go east and talk to Lance. He'll heal your Pokémon for you, then keep going east and fight the trainers to reach the third floor. You can see a generator room here, but you can't get into it yet—you need to find the password.

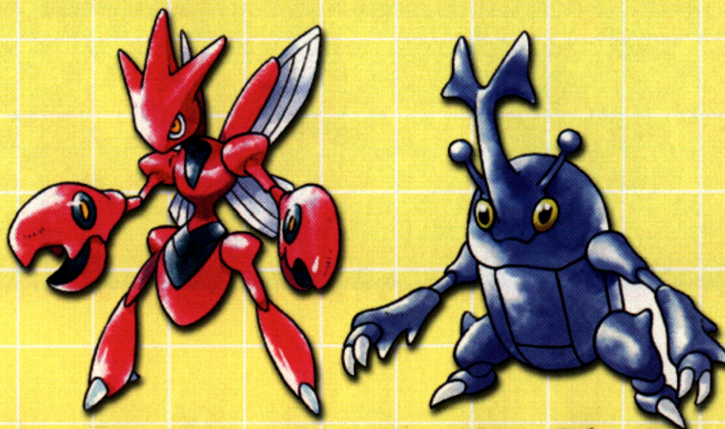
Go down and get the passwords. When you come back up in the northeast, check the computer south of the stairs for a **Full Heal**, and then head west, fight the trainer, and go down the stairs again.

When you finish downstairs and come back with the generator password, punch in the code on the door and a pair of Team Rocket members will attack you. Lance will come to assist you, and you'll fight one of the Rocket members.

After the fight, Lance will tell you he'll take care of the power on the right of the generator—Electrodes are being used to power the generator. Go to the left side and fight all three. After the fight, Lance will thank you and give you **HM06, Whirlpool**. You need to go back to Mahogany Town and face the gym leader.

HM06 Whirlpool

A weak 15 strength Water attack, Whirlpool is more useful for its secondary effect—it acts like Wrap, continuing to do damage for two to five turns and preventing your opponent's Pokémon from switching out. Out of battle, it allows you to cross whirlpools, meaning you can now reach the Whirl Islands.



trainer 1

rocket grunt

Reward: ¥720

Pokémon: Venonat L18, Venonat



trainer 2

rocket grunt

Reward: ¥720

Pokémon: Golbat L18



trainer 3

rocket grunt

Reward: ¥680

Pokémon: Rattata L17, Zubat L17, Rattata L17



rocket executive

Reward: ¥1800

Pokémon: Arbok L23, Gloom L23, Murkrow L25

generator fights

Pokémon: Electrode L23,

Electrode L23, Electrode L23



Team Rocket HQ, Basement 3



You'll meet Lance here, and he'll tell you about the two passwords that you need to get to the boss. Search around this floor to fight the trainers and find a **Protein**, an **Ice Heal**, a **Dire Hit**, and a **Full Heal**.

The passwords to the boss's room will be revealed as "Slowpocketail" and "Raticate Tail." Once you have them, go up the northeast set of stairs to the second floor again. When you return from the second floor, go up the steps immediately south of your location to get **TM46, Thief**. Then return to the third floor and walk a little east, and you'll meet your rival again. He won't attack this time; he'll just mention that Lance royally beat him down and told him he needs to learn compassion for his Pokémon.

Press the A Button at the door and you'll use the passwords to enter. Inside, you'll face a man holding Giovanni's office for him. After you defeat him, he'll run out to "inform the others." Of course, this means you're not done with Team Rocket yet. Talk to the Murkrow in the corner to get the password to the generator room, "Hail Giovanni." Now return to the second floor generator room and enter.

tm46 thief

A 40 strength Dark attack, Thief also steals any item the opponent is carrying. This is useful if you are hunting for certain perishable items, as many wild Pokémon carry items.

trainer 1

scientist ross

Reward: P2200

Pokémon: Koffing L22, Koffing L22



trainer 2

rocket grunt

Reward: P720

Pokémon: Ekans L18, Gloom L18



trainer 3

scientist mitch

Reward: P2400

Pokémon: Ditto L24

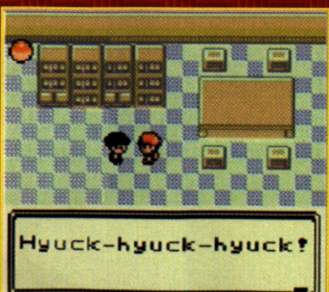


trainer 4

rocket grunt

Reward: P760

Pokémon: Raticate L19

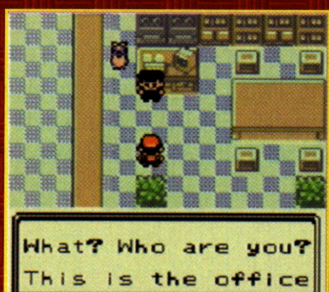


trainer 5

rocket executive

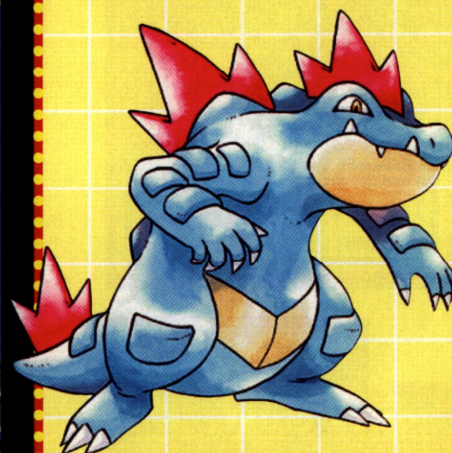
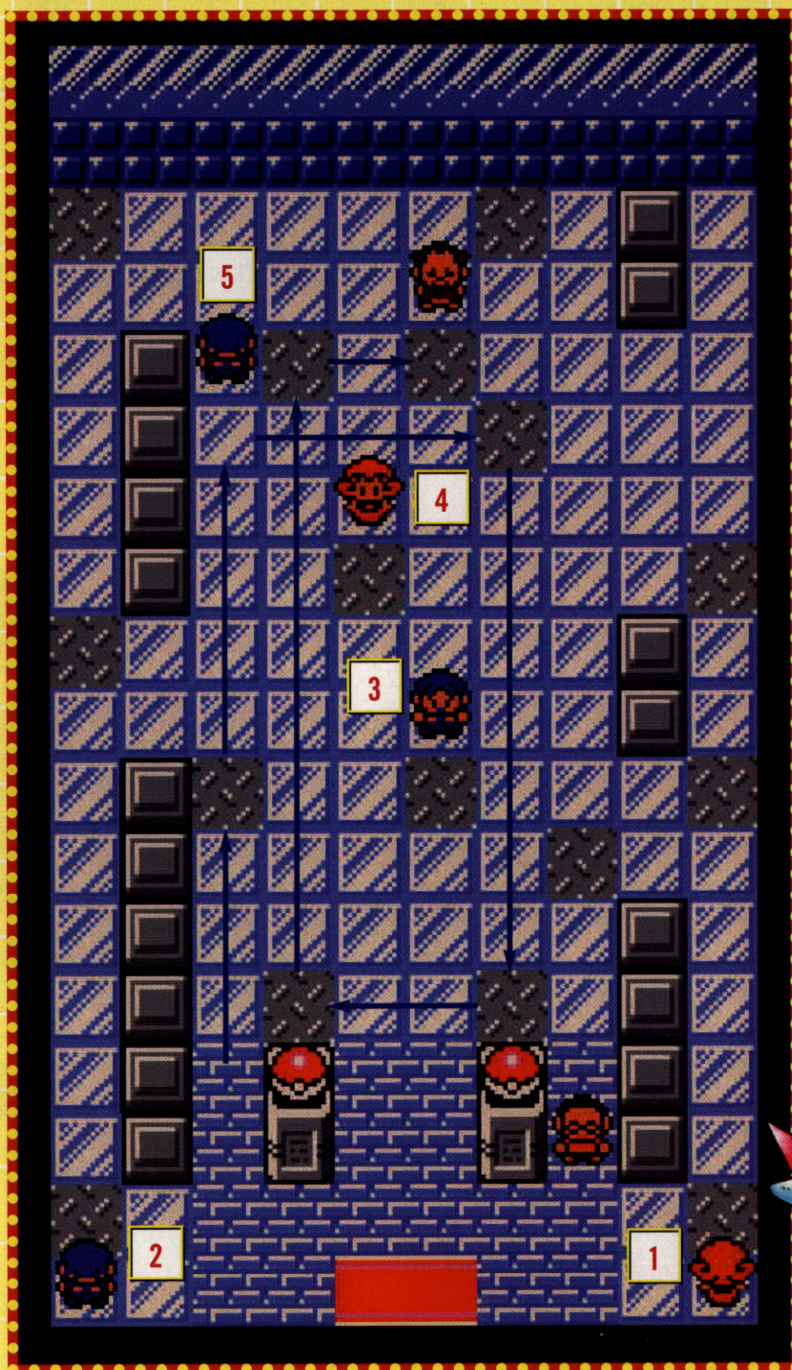
Reward: P1584

Pokémon: Zubat L22,
Raticate L24, Koffing L22



5

Mahogany Town Gym: Ice-Type



The trainers here are using Ice Pokémon, so bring along some Fire, Fighting, and Rock attacks. Fire, Water, Ice, and Steel are all strong against Ice, while Grass, Ground, Flying, and Dragon are all weak against it. Straight Rock and Fire Pokémon will fare well, and Fighting can be used fairly safely. Electric is also a safe bet, with Magnetron coming in strong due to its Steel resistance. The floor leading up to Pryce is all iced over, meaning you'll have to slide from non-iced area to non-iced area to reach him.

trainer 1

skier clarissa

Reward: ¥2016

Pokémon: Dewgong L28



Check out my
parallel turn!

trainer 2

boarder ronald

Reward: ¥1728

Pokémon: Seel L24, Seel L24,
Dewgong L25



I'll freeze your
POKÉMON, so you

trainer 3

boarder brad

Reward: ¥1877

Pokémon: Swinub L26,
Swinub L26



This GYM has a
slippery floor.

trainer 4

skier roxanne

Reward: ¥2016

Pokémon: Jynx L28



To get to PRYCE,
our GYM LEADER,

trainer 5

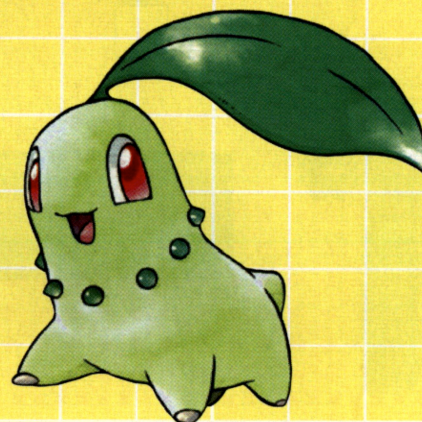
boarder douglas

Reward: ¥1728

Pokémon: Shellder L24,
Shellder L24, Cloyster L25



I know PRYCE's
secret.



Gym Leader: Pryce

Reward: ¥3100, Glacier Badge, TM16

Pokémon: Seel L27, Dewgong L29, Piloswine L31

If you've defeated all of his trainers, you shouldn't have any problems with Pryce's Ice Pokémon. A single decently leveled Magneton can take out all three of his Pokémon without much trouble. After you defeat him, he'll give you **TM16** (Icy Wind) and the **Glacier Badge**, and you'll be able to use Whirlpool. If you wish, the Whirl Islands are now open for you to explore (see coverage in the *Optional Areas* section of this guide). When you leave the Gym, Professor Elm will call you and tell you that the Radio Tower is in trouble from Team Rocket. Back to Goldenrod City you go.

the glacier badge

The Glacier Badge will raise your Pokémon's special and allow you to use Whirlpool.

tm16 icy wind

A strength 55 Ice attack with a near 100 percent chance of lowering your opponent's speed, Icy Wind is a decent technique, especially given the scarcity of Ice attacks.

radio tower revisited

radio tower

1. Team Rocket Invades the Radio Tower

Head straight for the second floor of Goldenrod City's Radio Tower and you'll immediately face a Rocket member. Once he's out of the way, you can start climbing to the top of the tower.

radio tower, floor 2



trainer 1

rocket grunt

Reward: ¥960

Pokémon: Raticate L24, Raticate L24



2. More Fights with Rocket

Head directly to the left and up to the third floor.

trainer 1

rocket grunt

Reward: ¥1040

Pokémon: Arbok L26



trainer 2

rocket grunt

Reward: ¥920

Pokémon: Rattata L21, Rattata L21, Rattata L23, Rattata L23, Rattata L23



trainer 3

rocket grunt

Reward: ¥1040

Pokémon: Zubat L26, Zubat L26



trainer 4

rocket grunt

Reward: ¥1000

Pokémon: Grimer L23, Grimer L23, Muk L25



radio tower revisited

radio tower, floor 3



3. Bring on the Rockets

You guessed it, more trainer fights with Rocket. Keep going up to the fourth floor. There is a door to the east on the third floor that you can't open just yet—you need a Card Key.

trainer 1

rocket grunt

Reward: ¥1040

Pokémon: Weezing L26



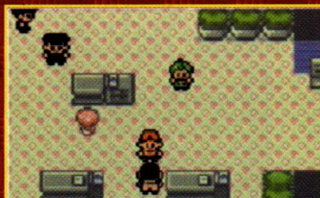
It feels great
ordering POKÉMON

trainer 2

scientist Marc

Reward: ¥2700

Pokémon: Magnemite L27,
Magnemite L27, Magnemite L27



An unknown child
wandering here?

trainer 3

rocket grunt

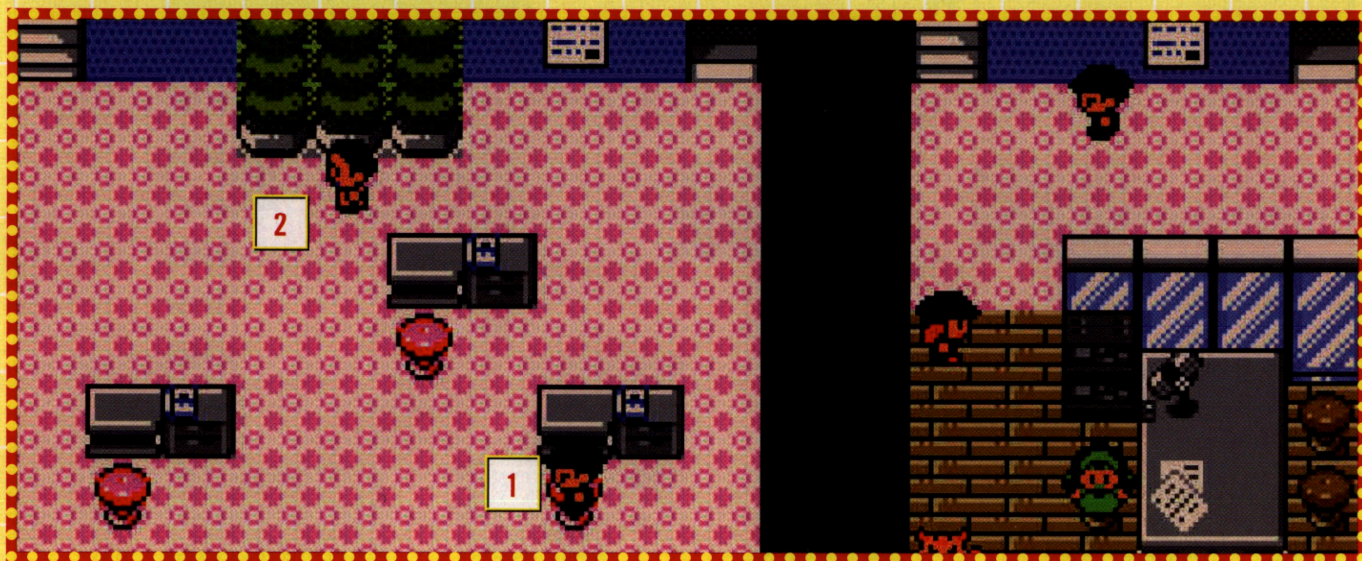
Reward: ¥920

Pokémon: Koffing L23, Grimer
L23, Zubat L23, Rattata L23



I've been given
strict orders.

radio tower, floor 4



4. Almost There

More Rockets, more fights. One more floor, up you go.



trainer 1

rocket grunt

Reward: ¥880
 Pokémon: Zubat L22, Golbat L24,
 Grimer L22

You plan to rescue
 the DIRECTOR?

trainer 2

scientist rich

Reward: ¥3000
 Pokémon: Porygon L30

Most excellent.

radio tower revisited

radio tower, floor 5



5. The Director's Office

As soon as you enter this room, the Director will reveal himself as an imposter and a member of Team Rocket. And then he'll attack with a full roster of Pokémon. Of course, they're all Poison and can all be easily taken by a single proper type Pokémon, say, Geodude...

After you defeat him, he'll tell you the real Director is in the Underground Warehouse. Remember that locked door in the Underground passage from long ago? That's your next stop. Head back down to the Underground passage and use the **Basement Key** he gives you to enter it.

trainer 1

imposter director

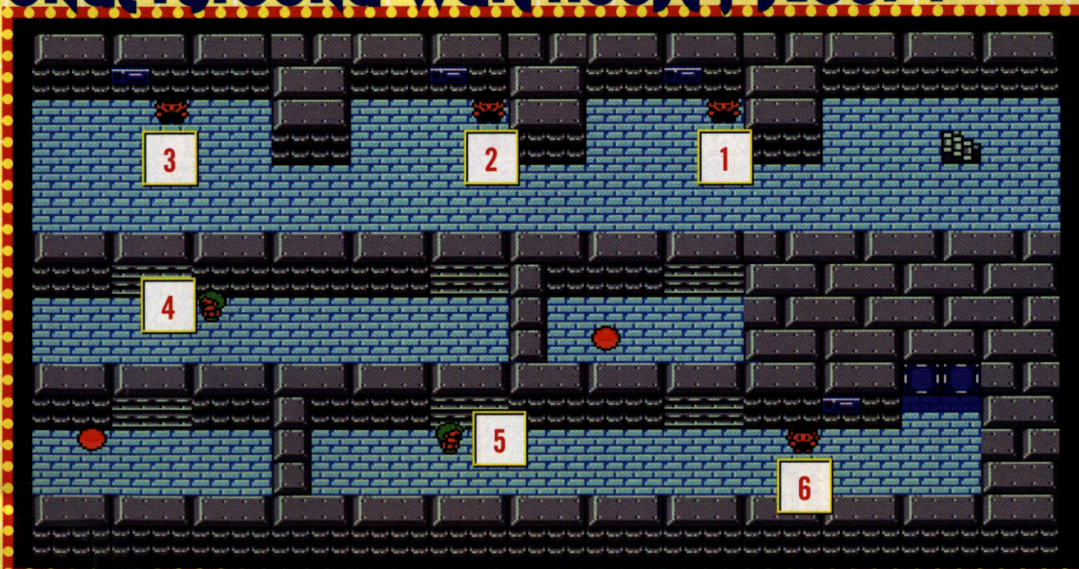
Reward: P2160

Pokémon: Koffing L30, Koffing L30, Koffing L30, Koffing L30, Koffing L30, Weezing L32



Y-you? You came to rescue me?

underground warehouse, floor 1



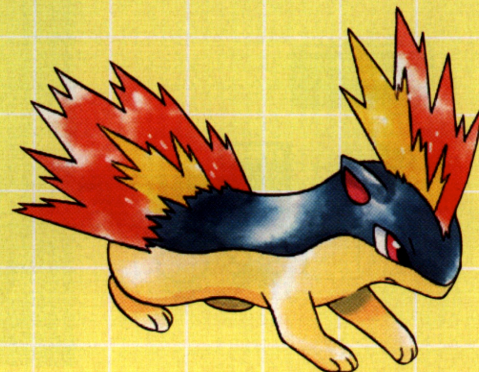
6. Rocket Switches

When you go down the stairs and into the passage, your rival will come out and attack you (see below). After you're done with him, head west through the passage and fight the trainers. Then hit the switches on the walls behind them to open the doors. Numbering the switches 1, 2, and 3 from *right to left*, the proper order is: 3, 1, 3, 2, 1, 3, 1. Check behind the doors to get a **Full Heal** and a **Smoke Ball**. The Smoke Ball can be held to help repel wild Pokémon. After you've grabbed the items, take the elevator up to the second floor of the warehouse.

rival fight

Reward: ¥1920

Pokémon: Golbat L30,
Magnetite L28, Haunter L30,
Opposite of Your Starter
Pokémon L32, Sneasel L32



trainer 1

rocket grunt

Reward: ¥1080

Pokémon: Rattata L27



trainer 2

rocket grunt

Reward: ¥1000

Pokémon: Muk L23, Koffing L23,
Rattata L25



trainer 3

rocket grunt

Reward: ¥960

Pokémon: Koffing L24, Muk L24



trainer 4

burglar eddie

Reward: ¥2112

Pokémon: Growlithe L26,
Koffing L24



trainer 5

burglar duncan

Reward: ¥2024

Pokémon: Koffing L23,
Koffing L23, Magmar L25



trainer 6

rocket grunt

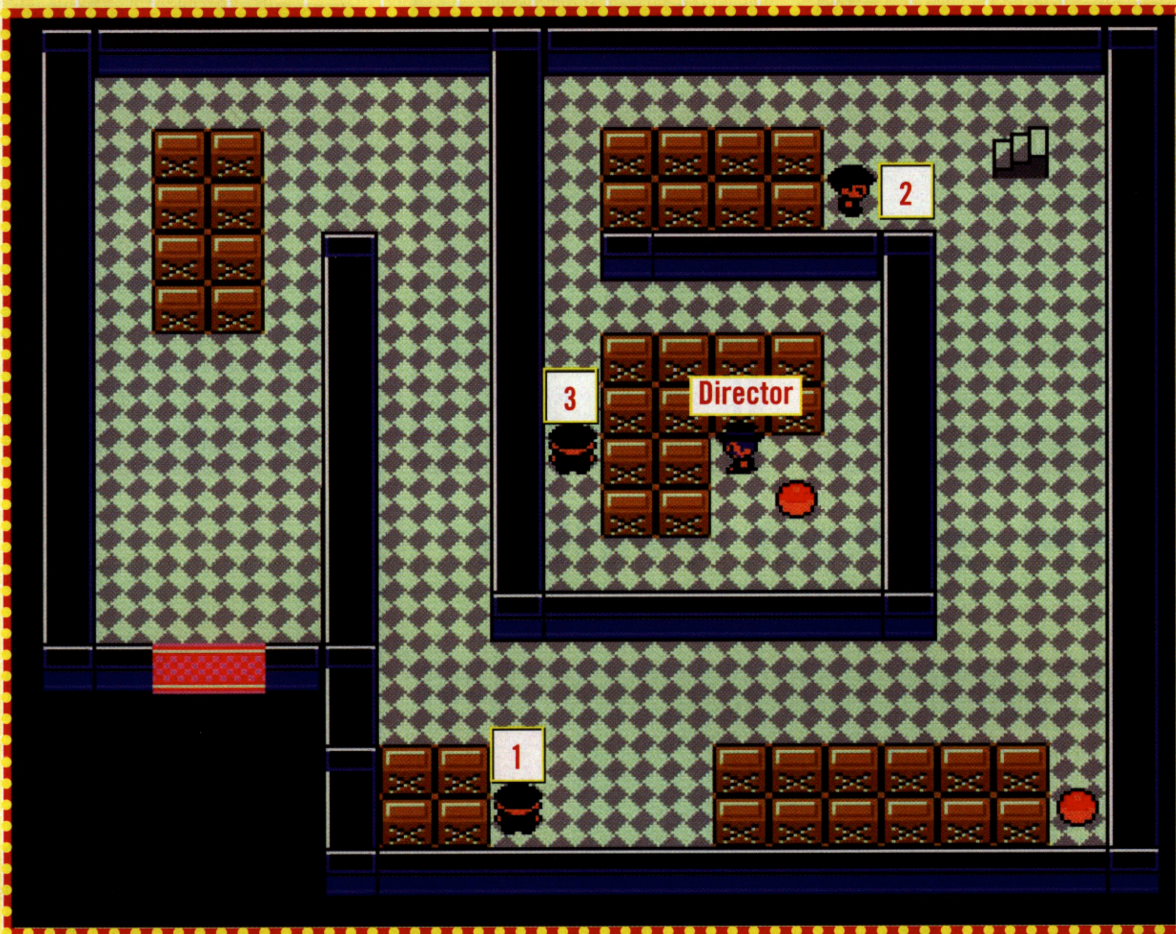
Reward: ¥1000

Pokémon: Gloom L25, Gloom L25



radio tower revisited

team rocket warehouse, floor 2



7. Saving the Director

This is a very straightforward floor. Take out the trainers, grab the items (a **Max Ether** and **TM35**), and you'll find the Director amongst the boxes in the center. He'll give you the **Card Key**, and you'll be able to get to the rest of the Radio Tower via the stairs in the northeast corner. Head over and up into the Radio Tower again.



tm35 sleep talk

Another cool and odd sleeping technique, Sleep Talk randomly picks one of the Pokémon's moves and uses it, making it accessible only while the Pokémon is asleep.

trainer 1

rocket grunt

Reward: ¥960

Pokémon: Raticate L24,
Golbat L24



You're not going
any farther!

trainer 2

rocket grunt

Reward: ¥920

Pokémon: Grimer L26,
Weezing L23



Hyuck-hyuck-hyuck!
I remember you!

trainer 3

rocket grunt

Reward: ¥1000

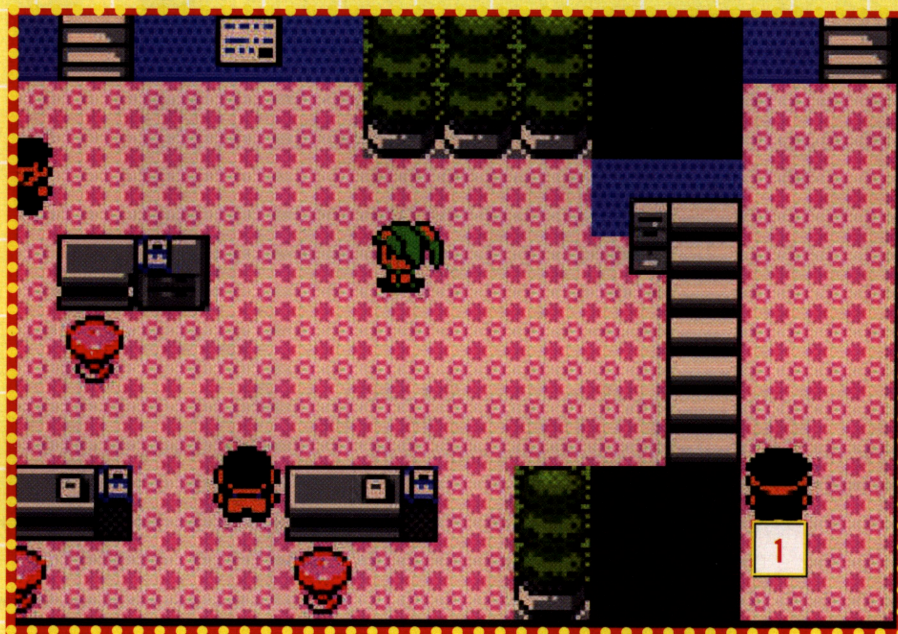
Pokémon: Koffing L25, Koffing L25



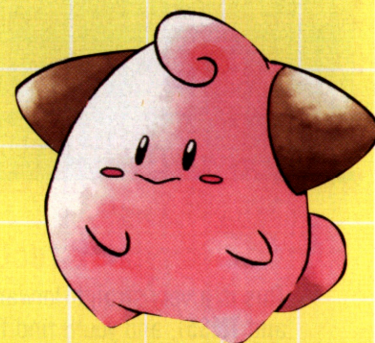
How did you get
this far?

radio tower, 3rd floor revisited

8. Defeating Team Rocket



Next to the stairs you used to exit the warehouse, you'll find an **Amulet Coin**; it doubles the amount of money you earn while held by a Pokémon. Pick it up, and then return to the Radio Tower and go up to the third floor, where you can use the **Card Key** to access the locked door. You'll face a single trainer before you can reach the stairs to the fourth floor.



trainer 1

rocket grunt

Reward: ¥1040

Pokémon: Raticate L24,
Koffing L26



Why did the shut-
ter open? Did you

radio tower revisited

radio tower 4th floor, right side



You'll face a pair of trainers here and then continue up to the fifth floor.

Note

After you defeat Team Rocket, return to the woman standing alone on this floor to receive **TM11, Sunny Day**.

tm11 sunny day

Fire attacks will inflict 50 percent more damage. Water attacks will inflict 50 percent less. Solarbeam becomes a single-turn attack. Thunder accuracy is lowered to 50 percent, and frozen Pokémon have a 10 percent chance of thawing. Also, Grass recovery moves are doubled in effectiveness.

trainer 1

rocket executive

Reward: P2592
Pokémon: Golbat L36



the TEAM ROCKET
fortress!

trainer 2

rocket grunt

Reward: P960
Pokémon: Ekans L21, Oddish L23,
Ekans L21, Gloom L24



Don't I think
POKÉMON are cute?



radio tower 5th floor, right side



The last two trainers await you here. After you defeat the second, the Radio Tower will be cleared and the Director will return to thank you. He'll give you the **Rainbow Wing** (in Gold), or the **Silver Wing** (in Silver). Time to make a trip to the Tin Tower or the Whirl Islands. Once you're through with that, hit Route 44 and head eastward. One more badge to go!

trainer 1

rocket executive

Reward: ¥2304
 Pokémon: Arbok L32,
 Murkrow L32, Vileplume L32



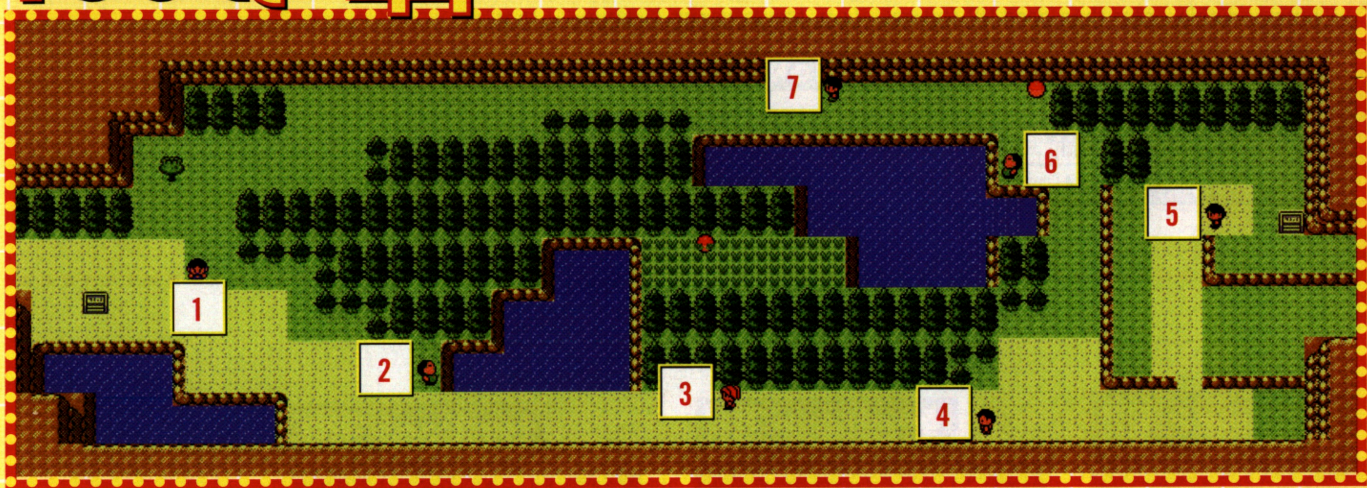
trainer 2

rocket executive

Reward: ¥2520
 Pokémon: Houndour L32,
 Houndoom L35, Koffing L33



route 44



Not much to do here. Check the tree near the entrance for a **Burnt Berry**, then Surf across the water to grab a **Max Revive**. Finally, in the northeast, past the lake, you'll find an **Ultra Ball**. Other than those items, this route holds only the trainers (see the next page) and, of course, more grass in which to go hunting. Once you're finished, proceed east and into the Ice Path.

#114 tangela

If you like straight Grass, Tangela is one of the better of this type. With a set of decent Grass moves mixed with some Normals, good HP, defense, and special, Tangela is a good Grass option.

type 1:	Grass
type 2:	N/A
Height:	3'3"
Weight:	77

evolution

None

#114 tangela



#100 Lickitung

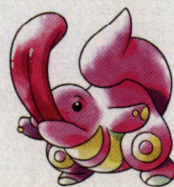
Trying hard for the weirdness crown, Lickitung is a straight Normal-type that learns all Normal techniques. Its stats are very unremarkable, other than good HP. But hey, if you like different, Lickitung is that.

type 1:	Normal
type 2:	N/A
Height:	3'11"
Weight:	144

evolution

None

#100 Lickitung



trainer 1

psychic phil

Reward: ¥832

Pokémon: Natu L24, Kadabra L26



trainer 2

fisher edgar

Reward: ¥1000

Pokémon: Remoraid L25,
Remoraid L25



trainer 3

cooltrainer cybil

Reward: ¥1200

Pokémon: Butterfree L25,
Bellossom L25

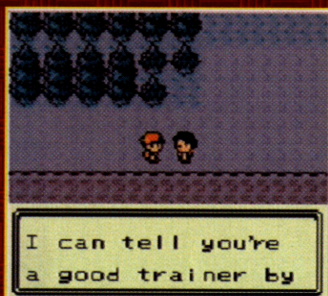


trainer 4

cooltrainer allen

Reward: ¥1296

Pokémon: Charmeleon L27



trainer 5

bird keeper vance

Reward: ¥600

Pokémon: Pidgeotto L25,
Pidgeotto L25



trainer 6

fisher wilton

Reward: ¥1000

Pokémon: Goldeen L23,
Goldeen L23, Seaking L25



trainer 7

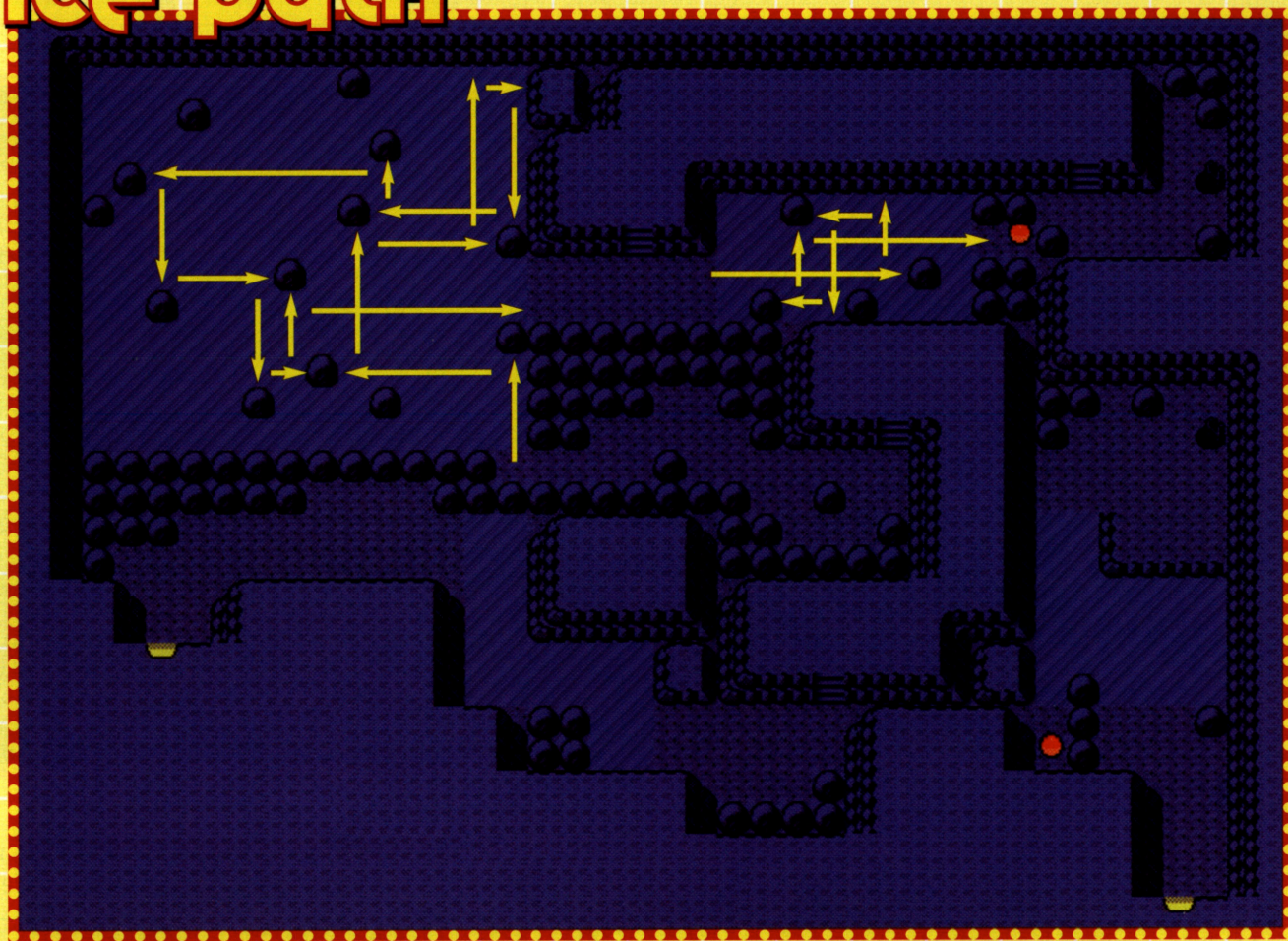
pokémaniac zack

Reward: ¥1620

Pokémon: Rhyhorn L27



ice path



ice path, Level 1

1. First Floor

This cave is lengthy, but not too difficult. You'll need to bring along Strength to get through. Make sure you look around carefully—you might just bump into some rare Ice Pokémon.

When you enter on the first floor, follow the path until you reach the huge field of ice in the northwest. Once there, slide *Up, Left, Up, Right, Up, Right, Down, Left, Up, Left, Down, Right, Down, Right, Up, and Right* onto solid ground again.

Then move up a step to hug the wall and continue straight east onto the ice. Slide *Right, Up, Left, Down, Left, Up, and Right* to grab **HM07** (Waterfall), and then slide back across. Go up the steps and east to the ladder, down to the second floor.

HM07 waterfall

A strength 80 Water attack, Waterfall allows you to climb waterfalls out of battle. You'll need it to reach a few areas in the game, and the power is close enough to Surf that teaching it to a Pokémon you use often won't hurt. If you really don't want to lose any battle power, you can always teach it to one of the many Water-types you've probably caught by now.



ice path, Level 2

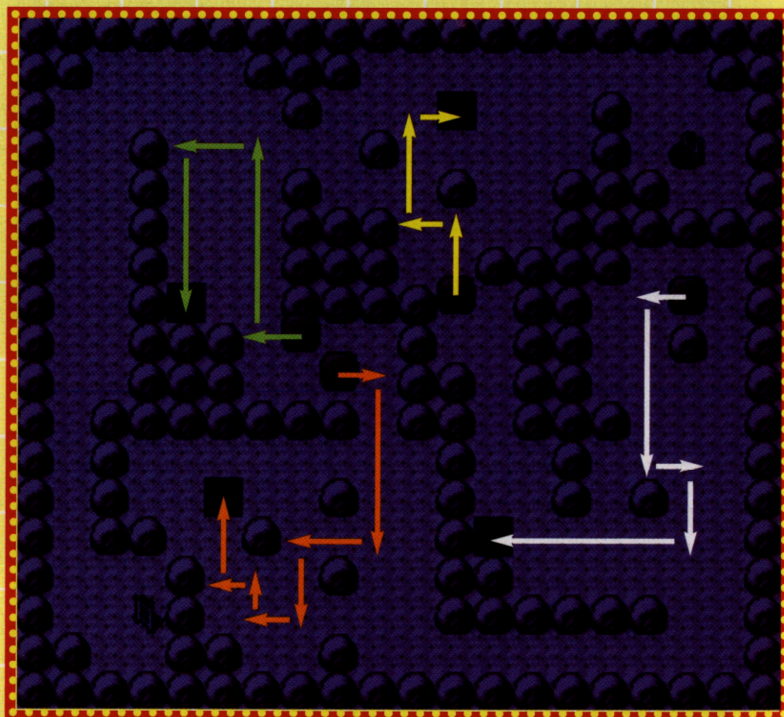
2. Second Floor

This is the trickiest part of the cave, and the part that requires Strength. Head to the north-west corner of the cave; you'll see holes in the floor and a few rocks on the ground. You'll push them in the following order: the group of two rocks on the west side, the single rock on the east side, and finally the lone rock near the north center of the floor.

Of the two rocks on the left, push the one on the lower-right of the cluster first. Get on the left side of it and push it *Right, Down, Down, Down, Down, Left, Left, Down, Down, Left, Up, Left, then Up* and into the hole.

Now go to the second rock and push it *Left, Up, Up, Up, Up, Up* to block the gap. Leave this rock for the time being and go all the way to the east to the third rock. Push it *Left, Down, Down, Down, Down, Right, Down, Down* and *Left* into the hole.

Now go to the fourth rock in the center of the level and push it *Up, Up, Left, Up, Up, Up, and Right* into the hole. Finally, go back to rock number two (blocking the gap on the left) and push it *Left, Left, and Down* into the hole. Phew! Okay, you're done here. Head to the northeast corner and go down the stairs to the third floor.



#124 JYNX

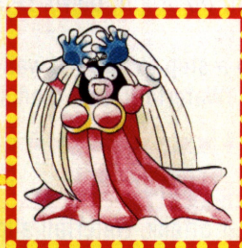
A powerful Ice/Psychic combination, Jynx is a pretty good Pokémon. It lacks a bit in the attack and defense department, but if you're using nothing but Ice and Psychic attacks, that isn't a problem. Just watch out for strong physical attacks. If you want Jynx to be truly effective, you'll need to teach it a few TMs to round out its move set, as it does not learn any powerful Psychic moves normally.

type 1:	Ice
type 2:	Psychic
Height:	4'7"
Weight:	90

evolution

None

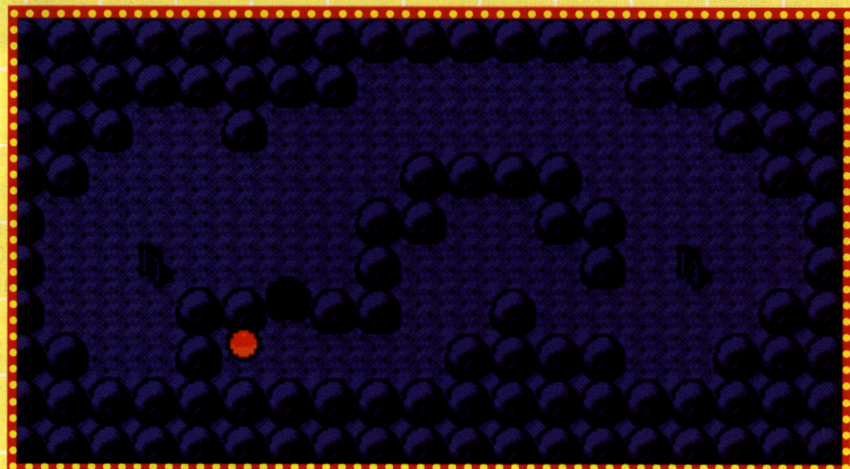
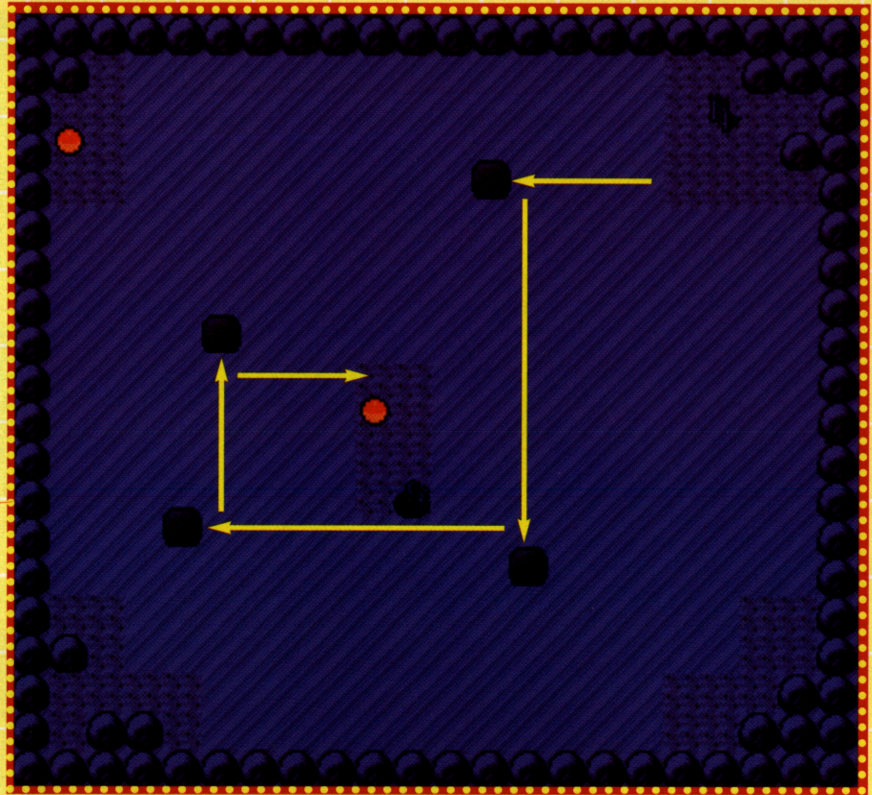
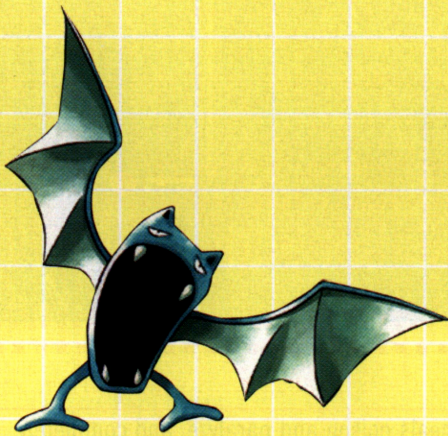
#124 JYNX



ice path, Level 3

3. Third Floor

It's much easier here—slide left across the ice to get a **Max Potion**, and then slide back to the northeast ground again. From there, get to the bottom-left of the patch of ground and slide left, into one of the boulders you dropped from above. Then slide *Down, Left, Up, and Right* onto the ground in the center of the level. There you'll find a **Full Heal** and the stairs down to the fourth floor.



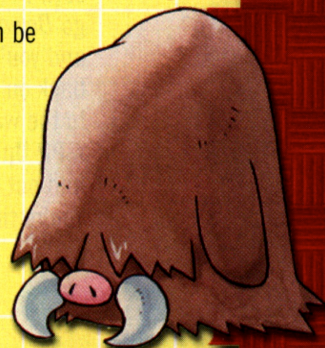
ice path, Level 4

4. Fourth Floor

This level goes very quickly. Just hit the cracked rock with Rock Smash to reach the **Nevermeltice**, which can be held to power up Ice attacks. Now go east and up the ladder to the fifth floor.

Note

If you don't have a Pokémon that knows Rock Smash in your party, you can also just walk around the right and back to the item.

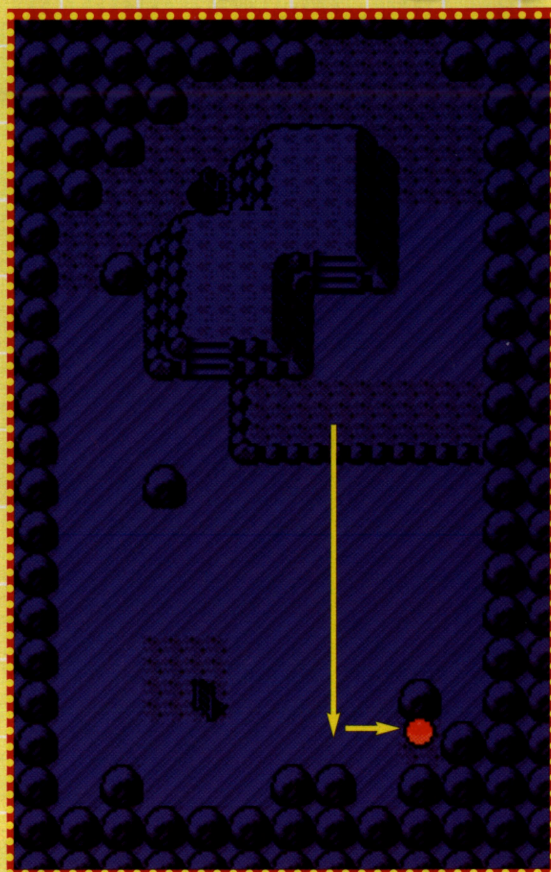




ice path, Level 5

5. Fifth Floor

Spiral around to the right side, on the ledge just above the ice, then drop onto the ice when you are lined up with the right set of steps. Slide down and right to reach **TM44**, Rest. Then take the stairs up to the sixth floor.



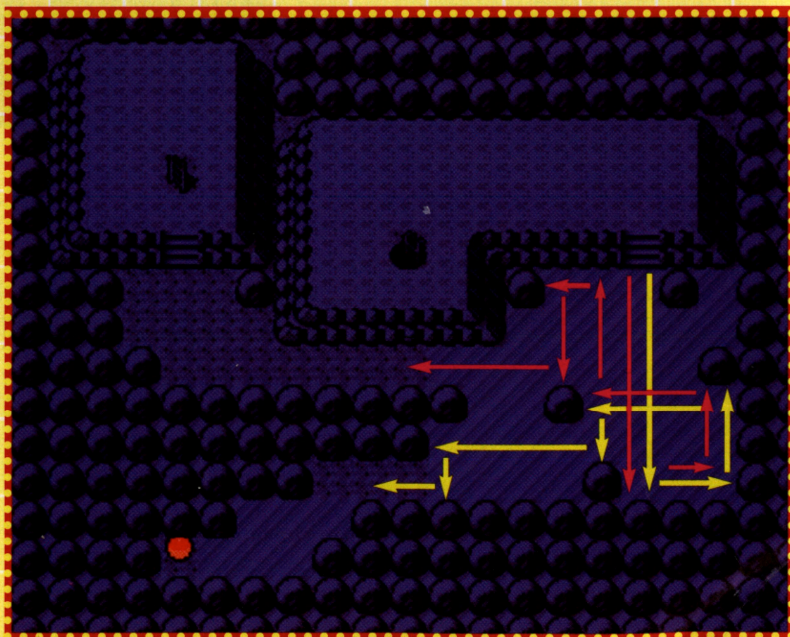
tm44 rest

A cool move if you put it on the right Pokémon. It puts you to sleep for three turns, heals poison and paralyze, and completely restores your Pokémon's HP. The trick to using Rest is having it on a Pokémon that can withstand or ignore your enemies' attacks, giving them no recourse but to waste PP while trying to damage you. If you want to be especially tricky, you can attempt to set up your Pokémon specifically to waste your opponent's PP. This tactic won't make you any friends, though the computer doesn't care. Of course, you can always put your opponent to sleep, and then get some Rest yourself.

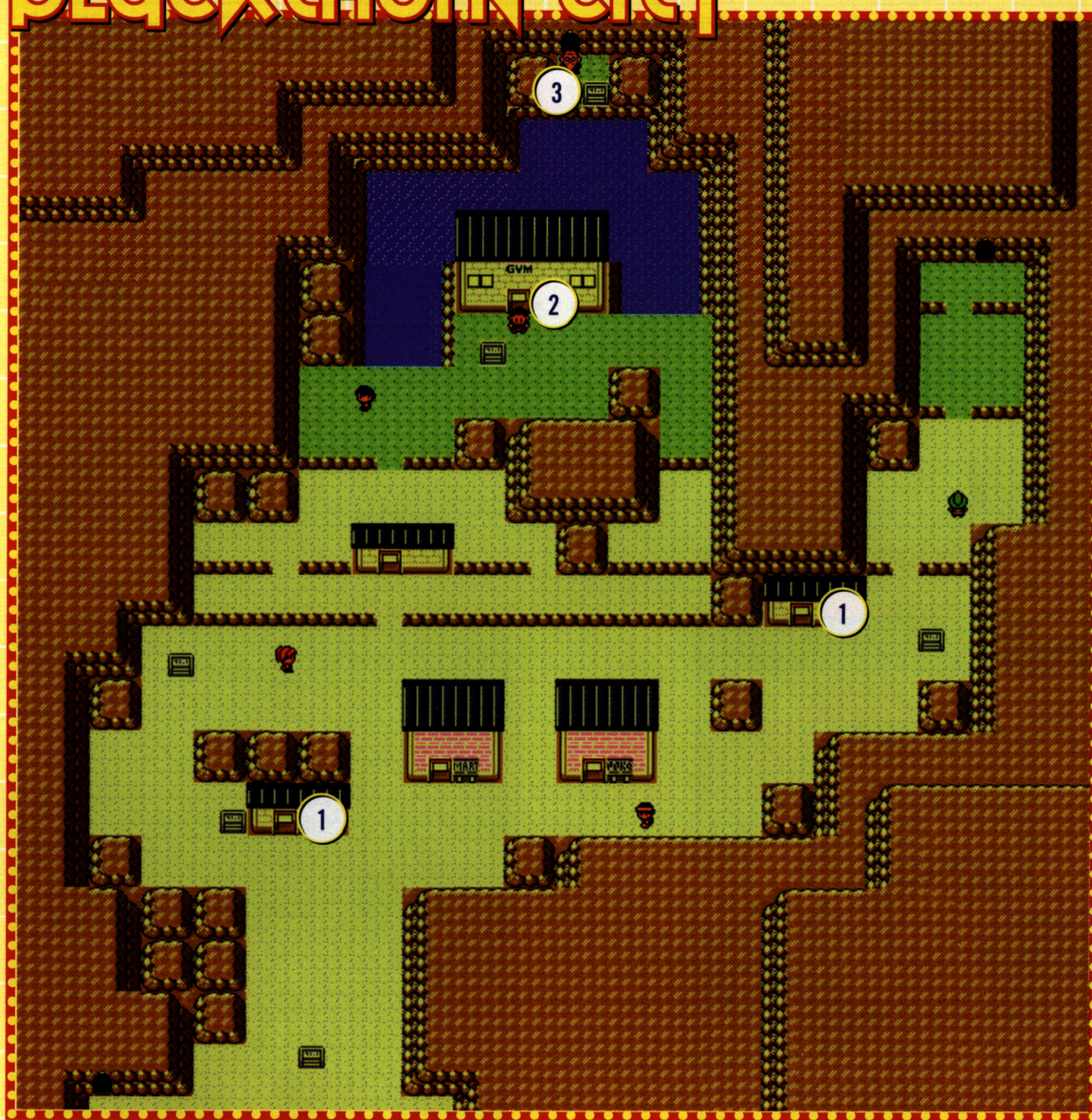
ice path, Level 6

6. Sixth Floor

Almost done. When you come up the ladder, you'll go right to some steps leading to more ice. To reach the **Iron**, go *Down, Right, Up, Left, Down, Left, Down, Left*. Then go back and go *Down, Right, Up, Left, Up, Left, Down, Left*, and you're across. Up the ladder, and you'll be back on the first floor near the exit. Walk over to the wall on the left and slide down to reach a **PP Up**. Then slide back, go right and down, and out of the cave into Blackthorn City. You're finished here.



blackthorn city



pokemon mart

Item	Cost
Great Ball	¥600
Ultra Ball	¥1200
Hyper Potion	¥1200
Max Potion	¥2500
Full Heal	¥600
Revive	¥1500
Max Repel	¥700
X Defend	¥550
X Attack	¥500

Around town

1 Trading and Deleting Moves

Home of the final badge, Blackthorn City is your last stop before Victory Road and the Pokémon League HQ. Of course, there's a bit to do here. Hit the first house as you come out of the cave. You'll meet a girl who will trade a Dragonair for a Rhydon. Not a great trade, but you can always catch more Dragonair. After talking to her, visit the house on the south-west of town and you'll meet a man who can delete moves from your Pokémon—including HMs! This is necessary if you want to send "old" Pokémon back to Red, Blue, or Yellow versions of the Pokémon game. But it is also very handy if you want to get rid of an HM, on either an old or a new Pokémon.

#112 rhydon

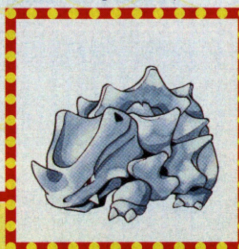
The evolved form of Rhyhorn, Rhydon is a Ground/Rock mix with some truly amazing strength, attack, and defense scores, and some truly abysmal speed. Its special is low also, but this is less of a concern than the speed. If you think it can take enough punishment with its high defense and HP, consider using it.

type 1:	Ground
type 2:	Rock
Height:	3'3"
Weight:	254

evolution

#112 Rhydon (Level 42, evolves from #111 Rhyhorn)

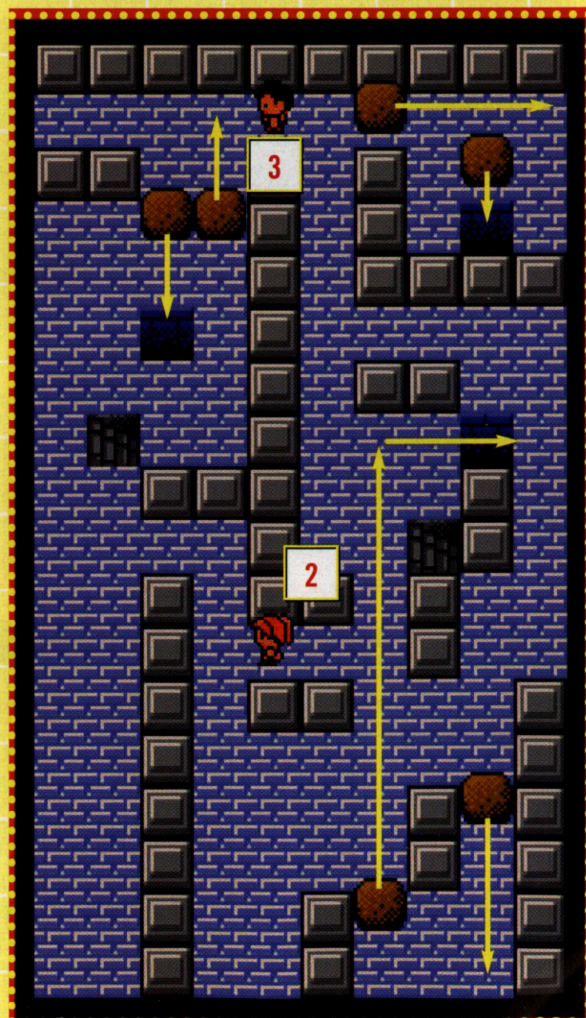
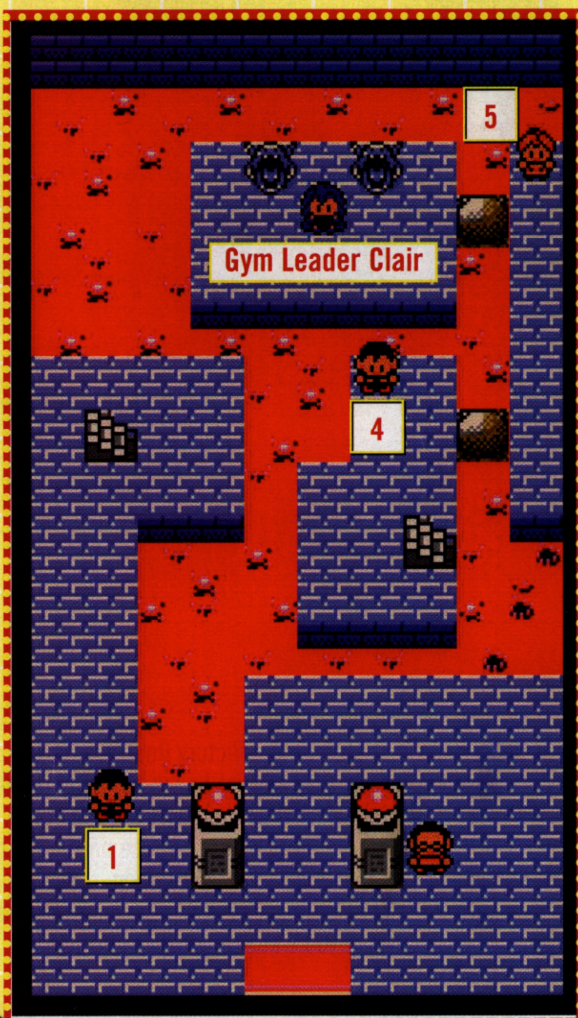
#111 rhyhorn



#112 rhydon



2 Blackthorn City Gym: Dragon-Type



blackthorn city

Head north to reach the Gym and get ready to fight for the final Badge. Make sure you bring a Pokémon with Strength—more rock puzzles await inside.

Dragons aren't weak against much; just Ice and Dragon, and you probably don't have any Dragon moves by now, so Ice is a better possibility. You may be able to get away with using non-effective types, as long as the attacks aren't Fire, Water, Electric, or Grass, all of which are ineffective against Dragons.

Head into the Gym and go up the stairs to the northwest. You'll see a pair of boulders just above you. Push the rightmost rock up twice, and then push the left rock down twice into the hole. Now go down and face the second trainer. Just past her you'll find two more rocks. Push the right of the two all the way down, and then push the left rock all the way up, to the right, and into a hole. Head up to the top of the room to fight the third trainer. Then push the rock next to you all the way to the right, and the rock just above the hole down into the hole. Go back to the stairs in the lower-right of the room and go back down to the first floor—your path to Clair is open.



trainer 1

cooltrainer paul

Reward: ¥1632

Pokémon: Dratini L34, Dratini L34, Dratini L34



Your first battle
against dragons?

trainer 2

cooltrainer fran

Reward: ¥1776

Pokémon: Seadra L37



We go through rig-
orous training un-

trainer 3

cooltrainer cody

Reward: ¥1728

Pokémon: Horsea L34, Seadra L36



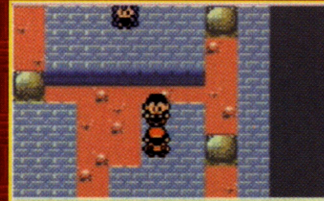
It's not as if we
all use dragon-

trainer 4

cooltrainer Mike

Reward: ¥1776

Pokémon: Dragonair L37



My chance of
losing? Not even

trainer 5

cooltrainer Lola

Reward: ¥1728

Pokémon: Dratini L34, Dragonair L36



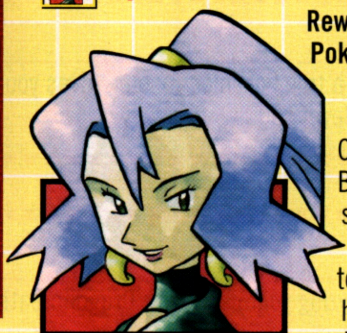
Dragons are sacred
POKÉMON.



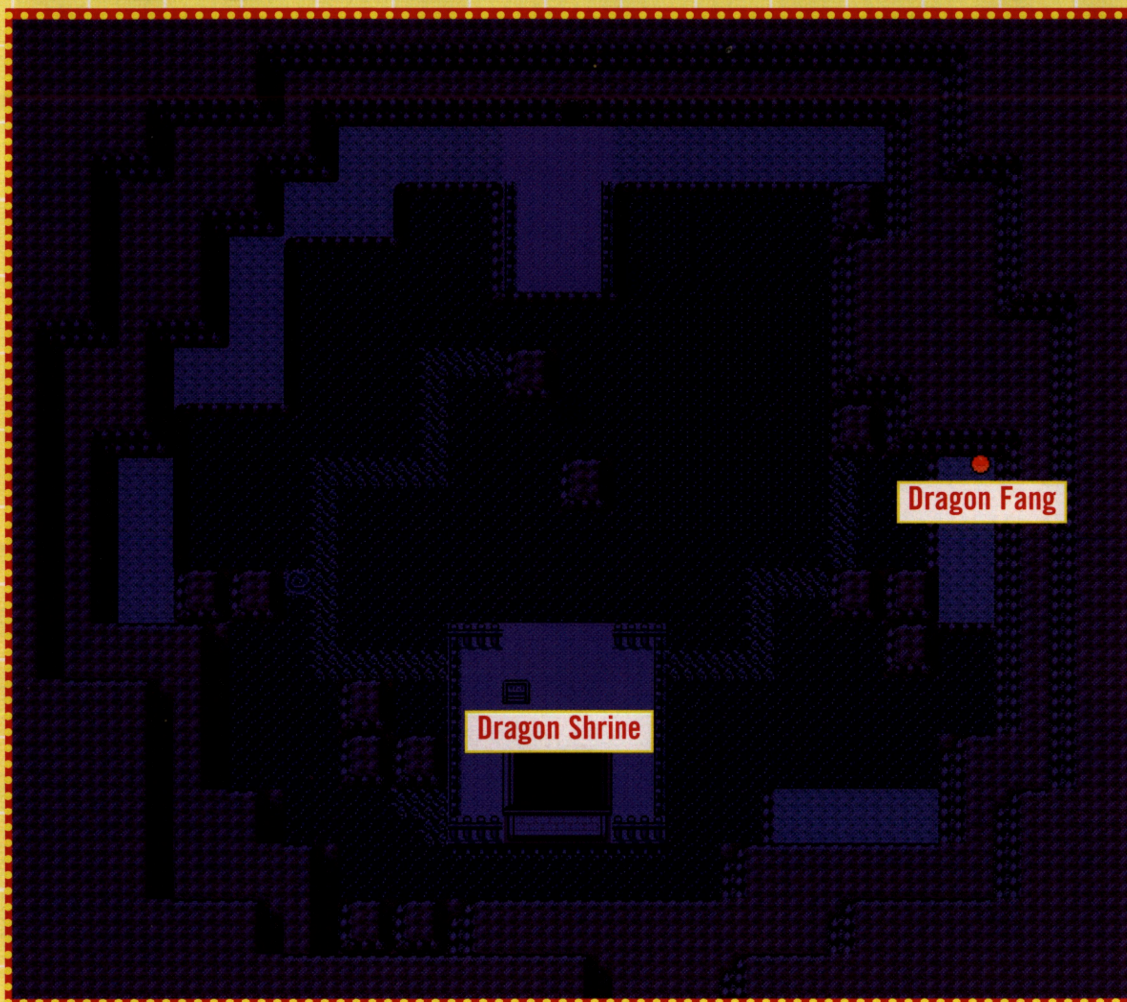
Gym Leader: Clair

Reward: ¥4000

Pokémon: Dragonair L37, Dragonair L37, Dragonair L37, Kingdra L40



Coming at you with a full pack of Dragonair, Clair is pretty tough. But if you come in with a roster full of tougher Pokémon, you should be fine. After you defeat her, she'll tell you that you still need to prepare to face the Pokémon League, and you should go to the Dragon's Den behind the Gym to retrieve a **Dragon Fang** for her. She won't give you the badge until you do, so you don't have much of a choice.



dragon's den

3 Finding the Fang

Into the cave you go. You'll need both Surf and Whirlpool to fully explore the cave. Go down the ladder, then straight down and into the water. Go around to the left and you'll find the whirlpool you need to cross. Continue down and around to the right where you'll find the **Dragon Fang** resting on a small embankment. When you pick it up, Clair will arrive and give you the **Rising Badge**, which will allow you to use Waterfall to climb waterfalls. Plus, all Pokémon will now obey you. She'll also give you **TM24, Dragonbreath**.

the rising badge

The eighth and final Badge, the Rising Badge, proves you to be a true Pokémon master, gives you the ability to use Waterfall outside of combat, and allows you to control all Pokémon up to level 100.

tm24 dragonbreath

A strength 60 Dragon attack, with a 30 percent chance of paralyzing your opponent, Dragonbreath is most useful simply due to the incredible rarity of Dragon-type moves.

routes 45 & 46

Next stop, the Pokémon League at Indigo Plateau. When you exit the Dragon's Den, Professor Elm will call. If you go visit him, he'll give you the one and only **Master Ball** that you will ever receive. Save it—you don't want to use it on anything short of an extremely powerful Pokémon. Also, you can now go back to Mount Mortar and climb the waterfall there. When you're ready, head out south of town to Route 45.

Note

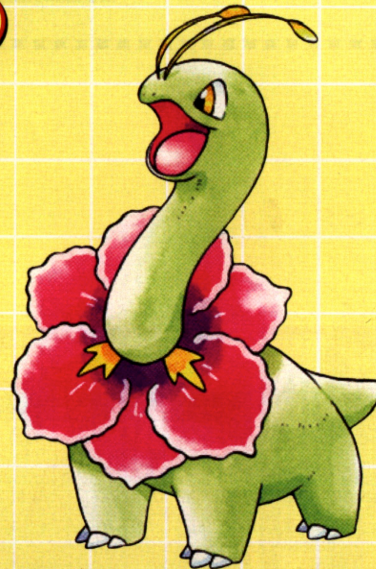
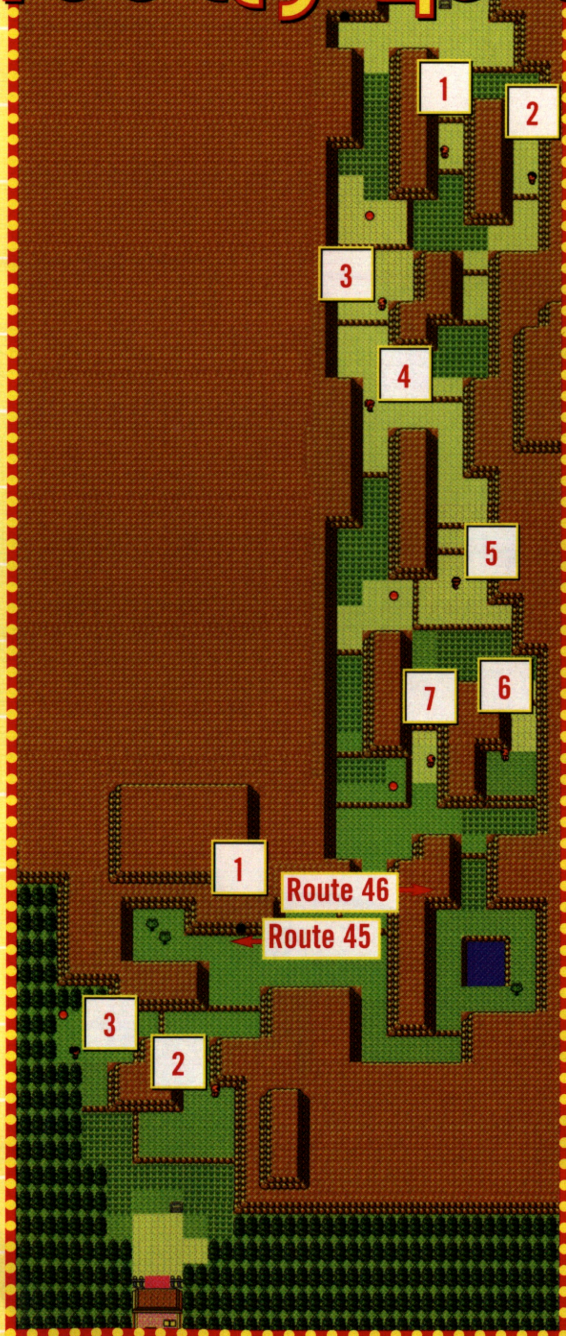
NOTE: You can also get a Master Ball if you match all the numbers in the Lucky Number Show, but the odds of matching all five numbers are extremely low.

Note

You can fish up a Dratini here...



routes 45 & 46



route 45

Trainer Battles and Running Downhill

You'll find a bunch of trainers, items, and new Pokémon here. Spend some time hunting, and then go south to Route 46. At the north end of Route 45, near Blackthorn City is the entrance to Dark Cave (see coverage of Dark Cave in the *Optional Areas* section). From this side, you can reach Violet City or emerge farther south at Route 46. Along the route, you'll find an **Elixir**, a **Max Potion**, an **X Special**, and a **Revive**. At the far southeast, near the pond, there is a tree with a **Mystery Berry**.

new pokémon

gold version only

#207 gligar

A very strange Ground/Flying mix, Gligar learns almost entirely Normal moves. You may wish to consider raising a Gligar and teaching it some TMs, as its type mix gives it weakness to only Water and Ice. Plus, Electric and Ground don't even affect it.

evolution

None

type 1: Ground

type 2: Flying

height: 3'7"

weight: 143

#207 gligar



trainer 1

hiker erik

Reward: ¥864

Pokémon: Machop L24,
Graveler L27, Machop L27

trainer 2

cooltrainer ryan

Reward: ¥1296

Pokémon: Pidgeot L25,
Electabuzz L27

trainer 3

hiker parry

Reward: ¥928

Pokémon: Onix L29

trainer 7

hiker michael

Reward: ¥800

Pokémon: Geodude L25,
Graveler L25, Golem ¥25

trainer 4

cooltrainer kelly

Reward: ¥1152

Pokémon: Marill L27,
Wartortle L24, Wartortle L24

trainer 5

blackbelt kenji

Reward: ¥672

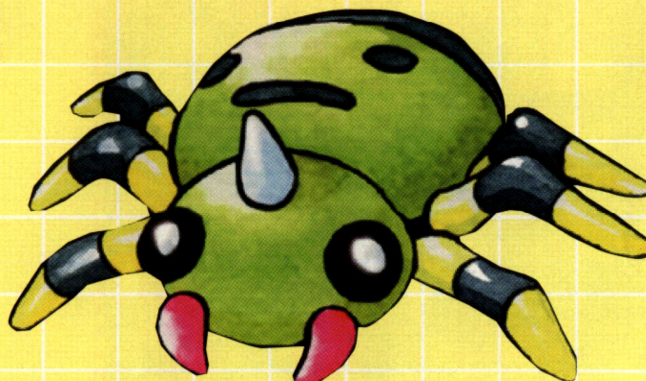
Pokémon: Machoke L28

trainer 6

hiker timothy

Reward: ¥864

Pokémon: Diglett L27, Dugtrio L27



route 46

A very tiny area, Route 46 encompasses a small set of two trees (with a **Pscureberry** and a **Berry**), some grass, a few trainers and a **Dire Hit**. It connects to Dark Cave, Route 45 to the east (though you cannot go back up route 45), and Route 29 to the south.

trainer 1

hiker bailey

Reward: ¥416

Pokémon: Geodude L13,
Geodude L13, Geodude L13,
Geodude L13, Geodude L13



It's over. I don't
mind. We HIKERS

trainer 2

camper ted

Reward: ¥340

Pokémon: Mankey L17



I'm raising POKÉ-
MON too!

trainer 3

picnicker erin

Reward: ¥320

Pokémon: Ponyta L16, Ponyta L16



I raise POKÉMON
too!

#74 geodude

Geodude has been much improved since its appearance in the Red, Blue, and Yellow versions. It learns its moves faster and it learns the powerful new Magnitude Ground technique. Geodude is a strong contender to serve as your Ground and Rock types for the entire game, especially if you level it to 25 to evolve it into Graveler, then trade it to evolve it into Golem.

type 1:	Rock
type 2:	Ground
height:	1'4"
weight:	44

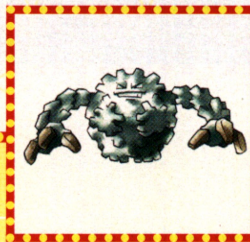
evolution

#75 Graveler (Level 25)
#76 Golem (Trade)

#74 geodude



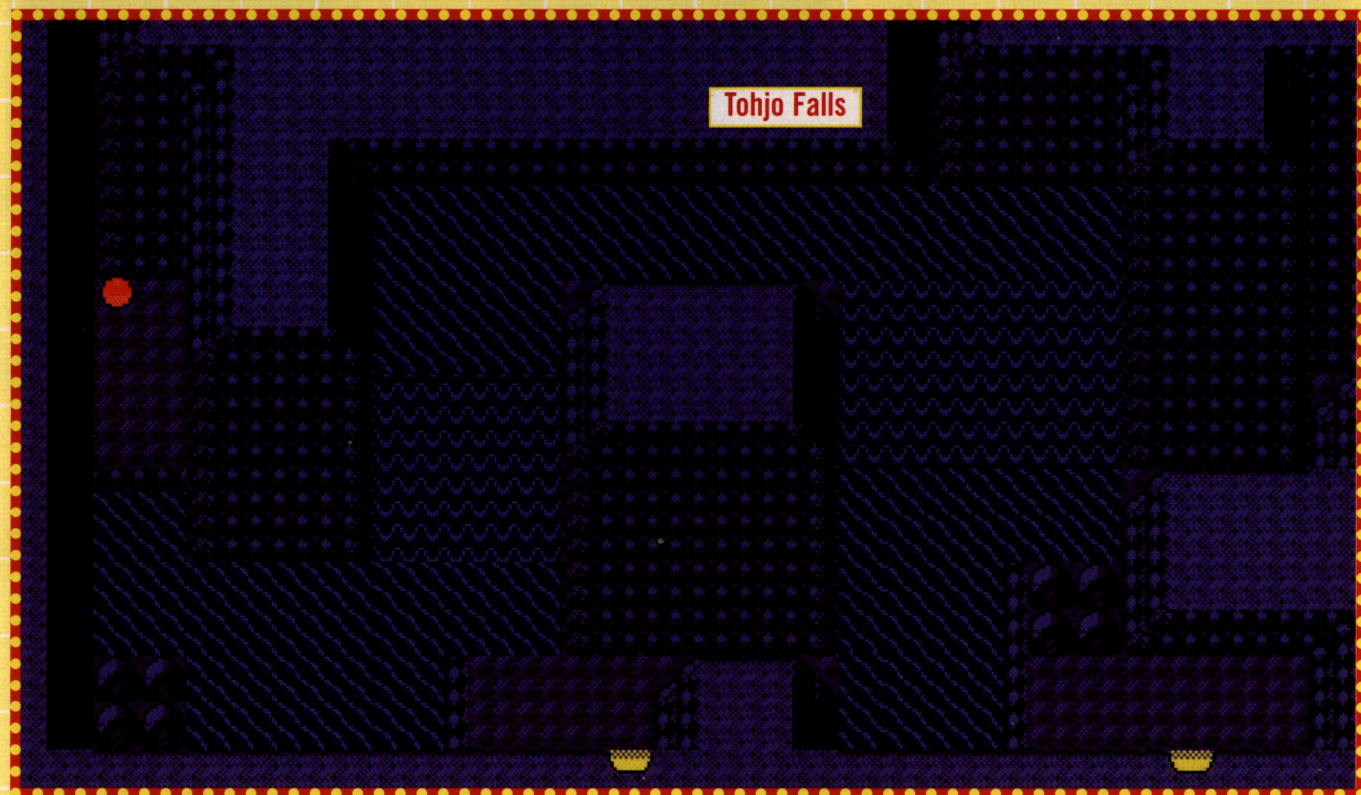
#75 graveler



#76 golem



routes 28 & 26



tohjo falls

1 East to Kanto

Surf east from New Bark Town and go onto the shore. A man will meet you and tell you you're passing east into Kanto, the old land from Red, Blue, and Yellow! You need to go up Victory Road and face the Pokémon League to secure your position as a Pokémon master.

Behind the man is a cave leading to a short water area, Tohjo Falls. You'll need to have both the Surf and Waterfall abilities in your party to successfully navigate the cave. You can Surf south to find a **Rare Candy** tucked away behind the trees. Then go in the cave and Surf up to the northwest corner to get a **Moon Stone**, east up the waterfall, then back down and out. You'll emerge outside near a house.

routes 26 and 26

2 2. Heading North to Victory Road

You'll bump into a trainer immediately. After you fight her, enter the house and talk to the woman inside. She'll check to see if your Pokémon like you and then give you **TM37, Sandstorm**. Go back out and head east, fighting trainers as you go. You'll pass into Route 26 as you walk across the bridge over the river.

tm37 sandstorm

An unusual Rock attack, Sandstorm deals damage to *both* Pokémon each turn—1/8 of their total HP. However, if either Pokémon has a type of Rock, Ground, or Steel, it will take no damage.

trainer 1

cooltrainer megan

Reward: ¥1536

Pokémon: Bulbasaur L32,
Ivysaur L32, Venusaur L32



It's rare to see
anyone come here.

trainer 2

cooltrainer blake

Reward: ¥1488

Pokémon: Magneon L33,
Quagsire L31, Exeggcute L31



You look pretty
strong.

trainer 3

cooltrainer brian

Reward: ¥1680

Pokémon: Sandslash L35



Hm? You're good,
aren't you?

trainer 4

psychic gilbert

Reward: ¥1088

Pokémon: Starmie L31,
Girafarig L34, Exeggcute L30



Don't say a thing!

trainer 5

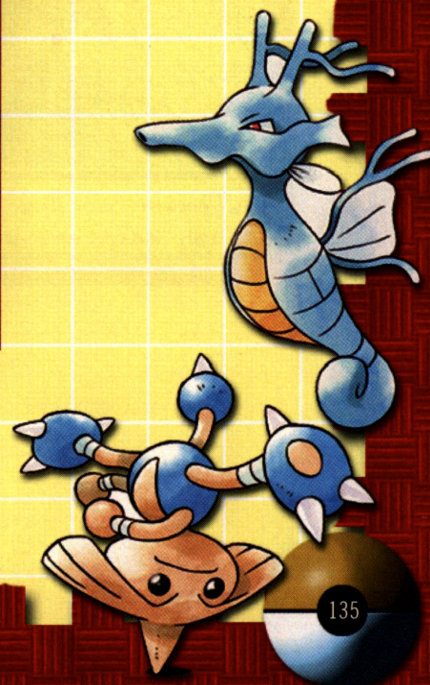
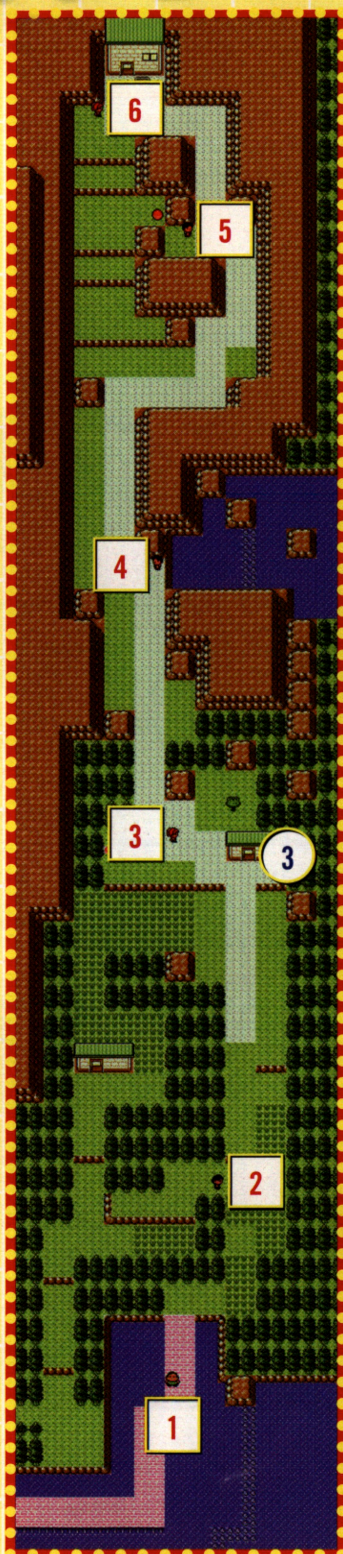
cooltrainer reena

Reward: ¥1488

Pokémon: Starmie L31,
Nidoqueen L33, Starmie L31



You shouldn't
underestimate the



route 26

3 Route 26

Keep going up the path, fighting more trainers; you're almost to Victory Road. A ways up the trail, you'll find a house with a woman inside. She will heal your Pokémon. You can use this as a rest stop if you need to come back while traveling up the trail. Check behind her house for a tree with an **Ice Berry**.

Near the end of the route, you can double back down to get a **Max Elixir**. When you're ready, enter the Pokémon League Reception Gate. Inside, the man will check your badges and allow you to pass if you have all eight. Past him a bit are two men blocking your way to Mount Silver; you'll have to come back after you've proven yourself against the Elite Four. Walk straight north to enter Victory Road.

trainer 1

fisher scott

Reward: P1360

Pokémon: Qwilfish L30,
Qwilfish L30, Seaking L34



I'm feeling great today!

trainer 2

psychic richard

Reward: P1152

Pokémon: Espeon L36



How, look at all those BADGES!

trainer 3

cooltrainer joyce

Reward: P1536

Pokémon: Pikachu L36,
Blastoise L32



Since you've come this far, you must

trainer 4

cooltrainer gaven

Reward: P1536

Pokémon: Victreebel L32,
Kingler L32, Flareon L32



By experiencing tough battles, you

trainer 5

cooltrainer jake

Reward: P1680

Pokémon: Parasect L33,
Golduck L35



I'm making my final preparations

trainer 6

cooltrainer beth

Reward: P1728

Pokémon: Rapidash L36



I lost to a trainer named Gary.

victory road

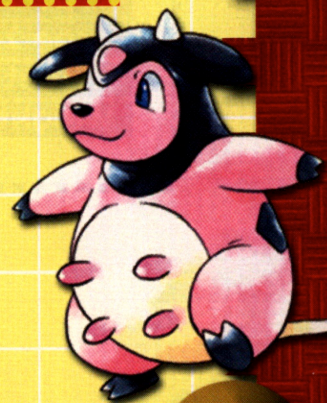
Victory Road Floor 1

To Floor 2

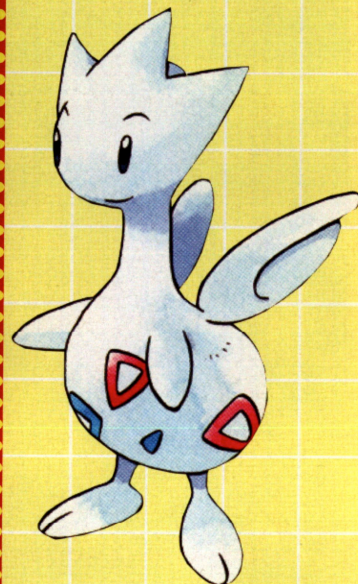
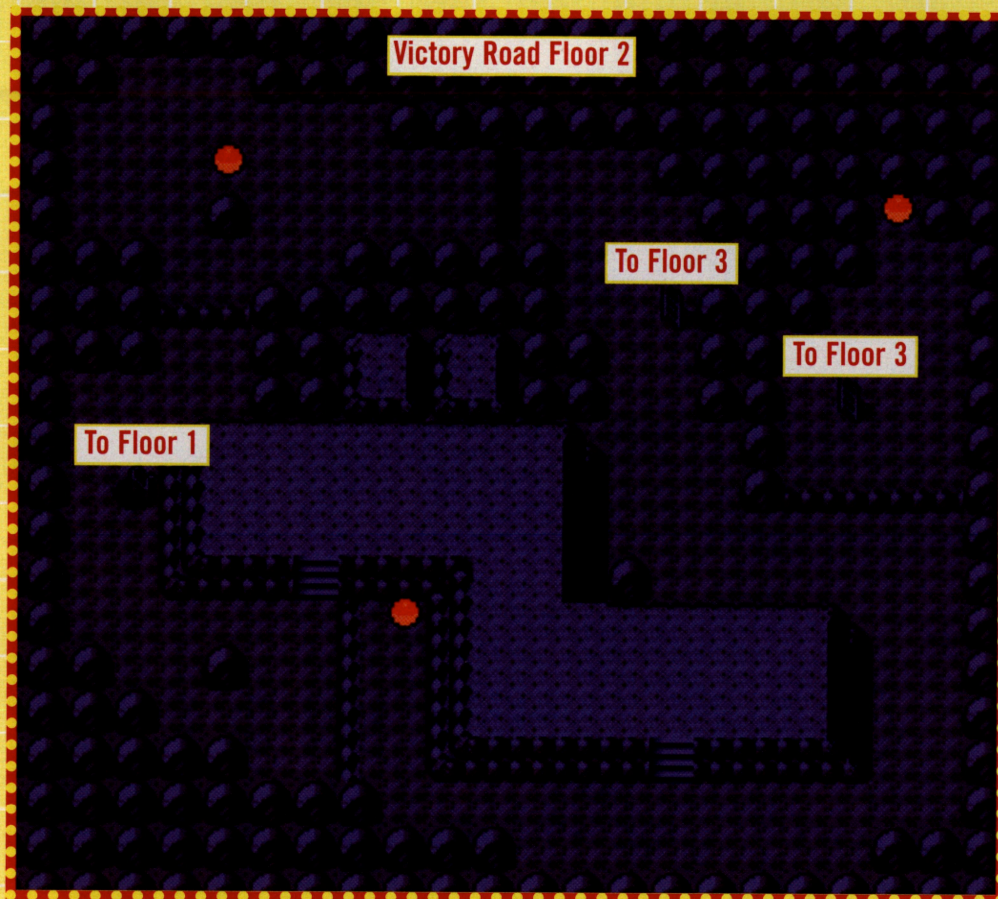


1 Through the Depths

This is your last cave before the Elite Four. Go up the stairs and then to the northeast to find a **Full Heal** and a **Max Revive**. Then go to the northwest and up the ladder.



Victory Road Floor 2



2 Upward

Follow the path around to grab an **X Special**. Then head to the northeast and go up the next ladder.

new pokémon silver version only

#232 donphan

This mammoth Ground elephant dwells here on Victory Road. With a mix of Normal and Rock moves, Donphan's Ground-type is mostly useful for its Electric immunity.

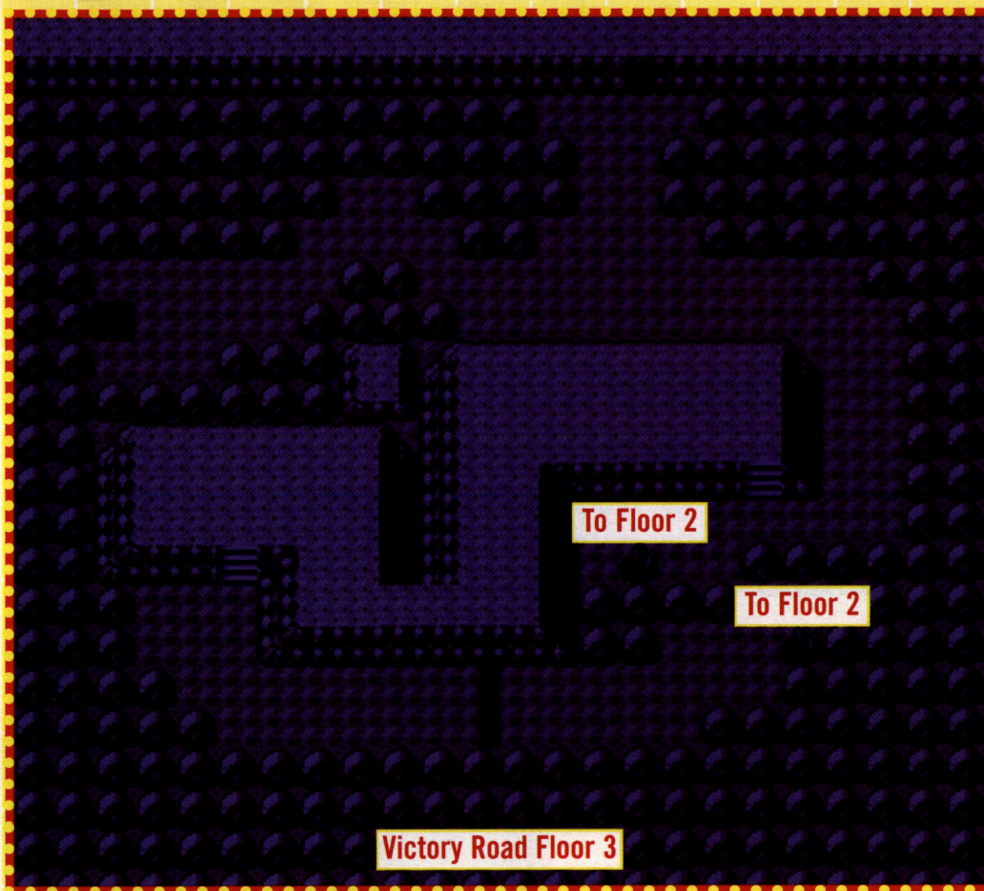
type 1:	Ground
type 2:	N/A
Height:	3'7"
Weight:	265

evolution

None

#232 donphan





victory road, floor 3

3 Onward to the Finale

Go up the steps near where you came up the ladder and follow them west. Then go down the steps and back to the east to go down a ladder and grab a **Full Restore**. Then drop down, climb back up the ladder, and go to the northwest corner of the floor to find a hole. Drop down and pick up **TM26, Earthquake**. Then climb back up and head to the far north to reach the exit—and your rival for the last time.



tm26 earthquake

An immensely powerful 100 strength Ground attack, Earthquake is capable of hitting enemies using Dig, and indeed, does twice as much damage to them.

Rival Battle

Reward: ¥2280

Pokémon: Sneasel L34, Golbat L36, Magnetron L35, Haunter L35, Kadabra L35, Opposite to Your Starter Pokémon L38

Your final fight against your rival is also your toughest. He'll face you down with a host of Pokémon, but after everything you've faced to get here, he still isn't going to be strong enough to defeat you.



INDIGO PLATEAU, POKÉMON LEAGUE HEADQUARTERS

4 The Elite Four

This is it, your final battle. Make sure you've stocked up on plenty of healing items—you have to beat them all in a single run. *You cannot go back to heal after each battle.* Before you enter the battle, you can use the computer here to swap Pokémon around, and a man here will teleport you back home if you wish. When you're ready, save your game and ascend the steps—your final challenge awaits!

Note

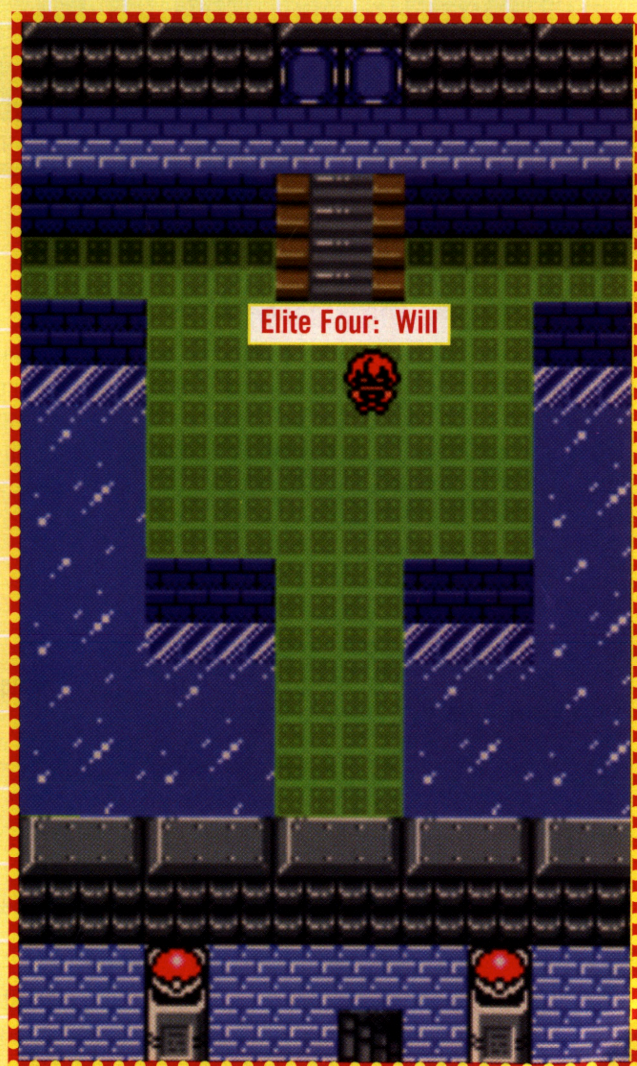
Buy as many high-powered healing and revive items as you can afford, as you will not get a chance to return and restock between each fight. You may want to go on a trial run and see how difficult the fights will be for you, then buy items as needed. Remember that you've still got a bit more to do after you finish the Elite Four, so there's no need to completely break the bank—unless you need the items to win, in which case don't be stingy with your cash.

Elite Four: Will

Psychic is represented here on every Pokémon, so any Dark attacks you bring along will inflict heavy damage. However, given the rarity of Dark attacks, you may not have that option, so you can always go after their alternate types: Xatu will fall easily to Electric, Exeggutor to Fire, Slowbro to Electric, and Jynx to Fire.

Reward: ¥4200

Pokémon: Xatu L40, Exeggutor L41, Slowbro L41, Xatu L42, Jynx L41



Elite Four: Koga

The comical amount of Poison here means any Psychic you've brought along will inflict serious harm. If Forretress is giving you some trouble, burn it down with some Fire attacks.

Reward: ¥4400

Pokémon: Ariados L40, Forretress L43, Muk L42, Venomoth L41, Crobat L44

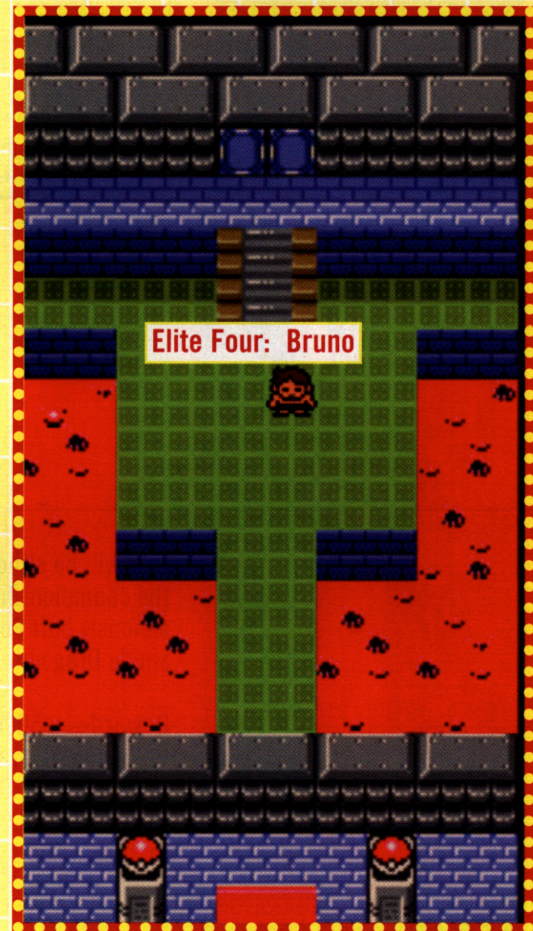


Elite Four: Bruno

This one can be trickier than you'd think, thanks to a few odd attacks on some of Bruno's Pokémon. But a single Ghost will be immune to the bulk of his attacks, and you can bring along some Water to deal with Onix, as well as a Flyer as backup against the fighters.

Reward: ¥4600

Pokémon: Hitmontop L41, Onix L43, Hitmonchan L42, Hitmonlee L42, Machop L46

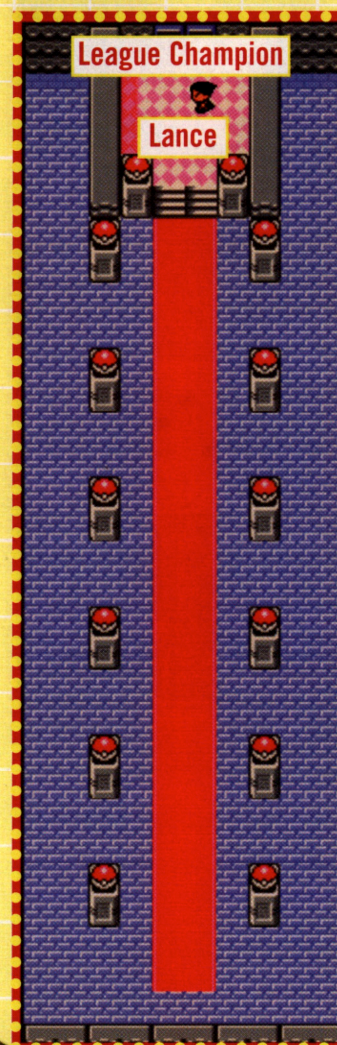


Elite Four: Karen

The most difficult of the Four, Karen uses a good mix of strong Pokémon, but you can still take them out nicely with a mix of types. Just don't use any Psychics against Umbreon or Houndoom and you'll be okay. Fighting or Bug attacks will inflict extra damage against Umbreon, Houndoom, and Murkrow. You can deal with Vileplume with Fire, and Gengar with Ground or Psychic.

Reward: ¥4700

Pokémon: Umbreon L42, Houndoom L47, Gengar L45, Murkrow L44, Vileplume L42



The Champion: Lance

This will be either a flat-out tough fight or you'll walk all over Lance's Pokémon and walk away the champion. Try Electric for his Aerodactyl and Gyarados, Water for his Charizard, and any seriously buff Pokémon for his trio of Dragonite. You'll want high defenses, and watch out for his single Dragonite armed with Thunder.

Reward: ¥5000

Pokémon: Gyarados L44, Dragonite L50, Dragonite L47, Dragonite L47, Charizard L46, Aerodactyl L46



Very impressive—you have defeated every trainer in the land, earned every Badge to be found in Johto, and caught yourself an impressive collection of Pokémon! So... What now? Oh, there's plenty more! Check out the *Optional Areas* section of this guide for more information about some of the side paths that you may have skipped in Johto. Plus, take a look at the section on *Kanto*—there's a whole lot more catching to be done! Well done, Trainer; you are well on your way to Pokémon mastery!



optional dreads



ruins of ALPH

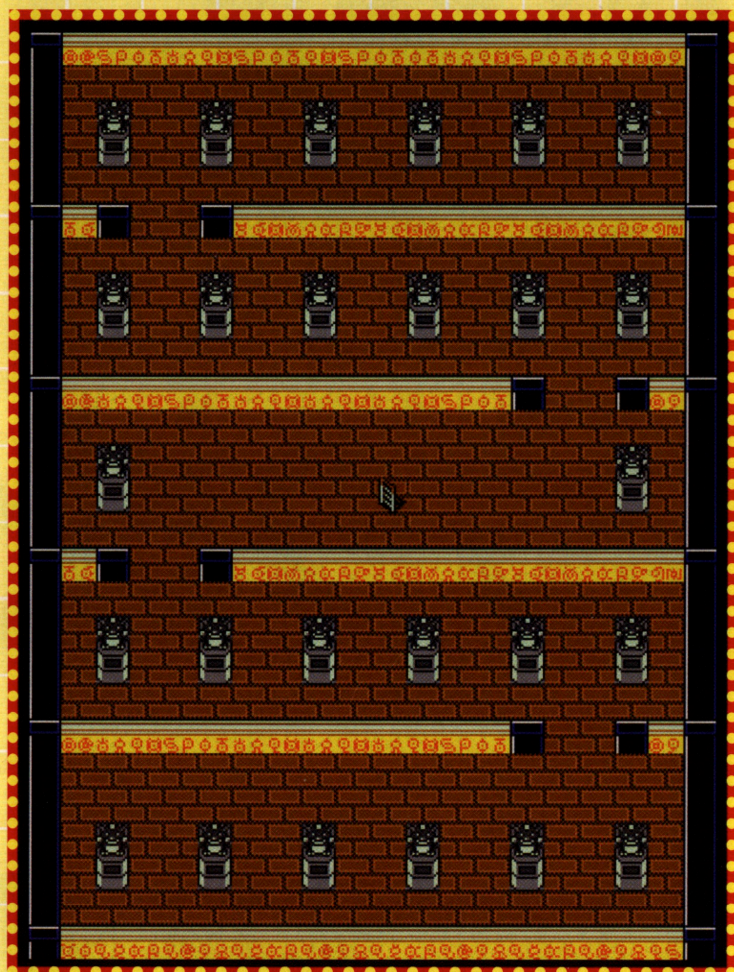
The Unown are, well, strange. Roughly corresponding to letters of the alphabet, they are all Psychic types, and they all learn Hidden Power, a move that has a type and power that is different for every Pokémon. Numbering 26 in total, you'll find them hidden within these ruins. There are two parts of the ruins. You can reach the upper parts by entering Union Cave and going down a floor, then surfing north—you'll find there are two exits to the ruins, one requiring Strength to push a boulder out of the way.

Mystery cave

1. Unlocking the Unown

In order to make the Unown appear, you first have to solve a series of small puzzles. The first is in the cave just north of the Research Center. Enter it and step up to the terminal. You'll find a sliding picture puzzle. You need to assemble the pieces to form a picture of a Kabuto to unlock the first section of the Ruins of Alph. After you do this, the floor will open beneath you, you'll drop down into the ruins, and the Unown will begin to appear.

There are three more puzzles to unlock more Unown: one south of the Research Center across the water with Surf, and the two others are reached from Union Cave. After you've solved all of them, you can enter the Ruins of Alph and catch all of the Unown. Also, spend some time looking around in the grass outside the later puzzles to catch some wild Pokémon.



new pokémon

#235 Smeargle

A straight Normal-type, Smeargle is a strange painter. Its single technique allows it to steal an opponent's move and make it its own.

type 1:	Normal
type 2:	N/A
Height:	3'11"
Weight:	128

evolution

None

#235 Smeargle



New pokémon

#177 Natu

A Psychic/Flying Mix, Natu learns a very handy list of moves, including the awesomely powerful Psychic at level 50. It evolves into Xatu at level 25.

type 1:	Psychic
type 2:	Flying
Height:	8"
Weight:	4

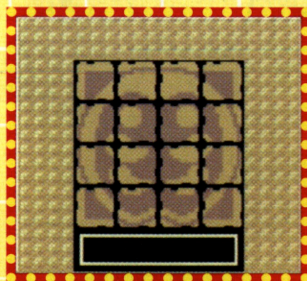
evolution

#178 Xatu (Level 25)

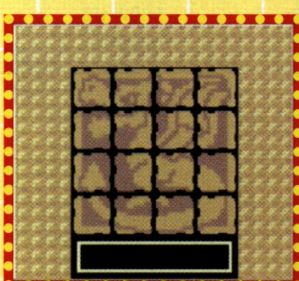
#177 Natu



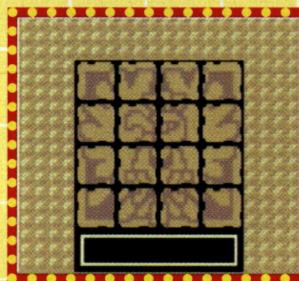
#178 xatu



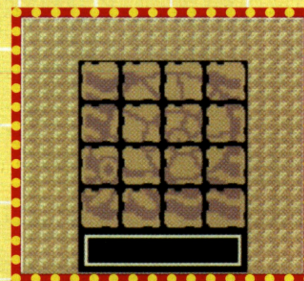
Puzzle One



Puzzle Two



Puzzle Three



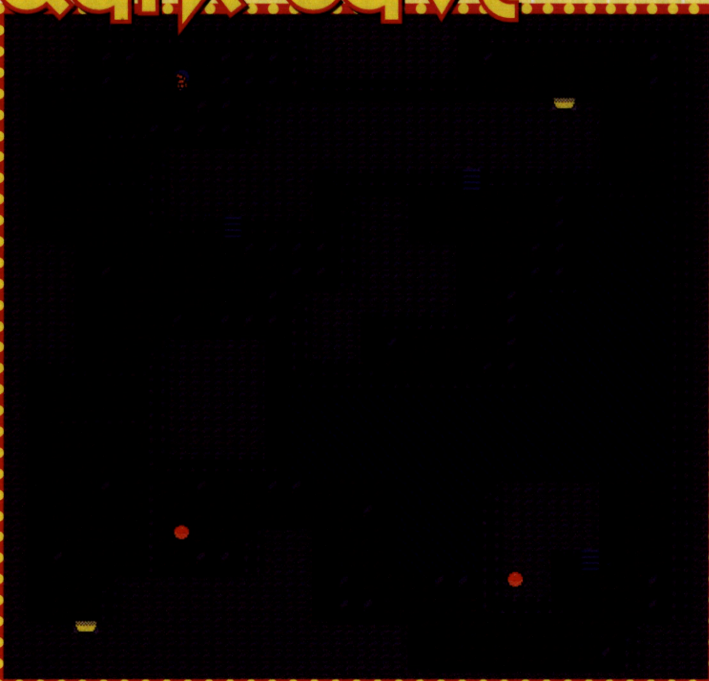
Puzzle Four

ruins of Alph

2. Unown Hunting!

Spend a bit of time hunting here to catch some of the Unown. Then go up the ladder and you'll find a man who will update your Pokédex to allow information about the Unown to be stored. After you have your "Unowndex," you can return to capturing them all. Unown are excellent for their essentially random abilities. If you have a hole in your team, you can catch wild Unown until you find one that has just the stats and attack power you need.

dark cave

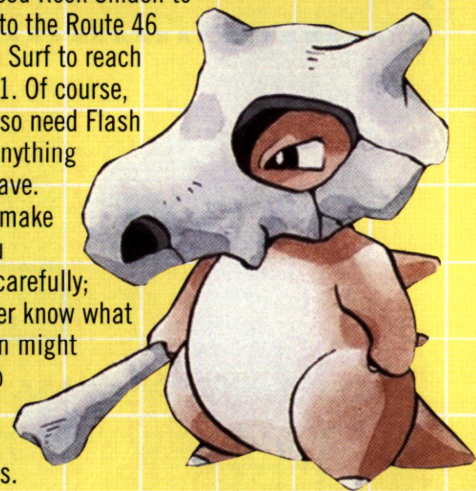


1. Item Hunting

Dark Cave acts as a path between Route 45 (near Blackthorn City) down to Route 46 (at the end of Route 45), and also out to just east of Violet City (on Route 31).

If you enter the cave from south of Blackthorn City and explore, you can find several useful items, including the Dark held power-up, **Blackglasses**, which you find just west of the Route 45 entrance. Explore the same area to find a **Revive**, and **TM13 Snore**.

You'll need Rock Smash to get out to the Route 46 exit and Surf to reach Route 31. Of course, you'll also need Flash to see anything in the cave. Finally, make sure you search carefully; you never know what Pokémon might show up hidden in the darkness.



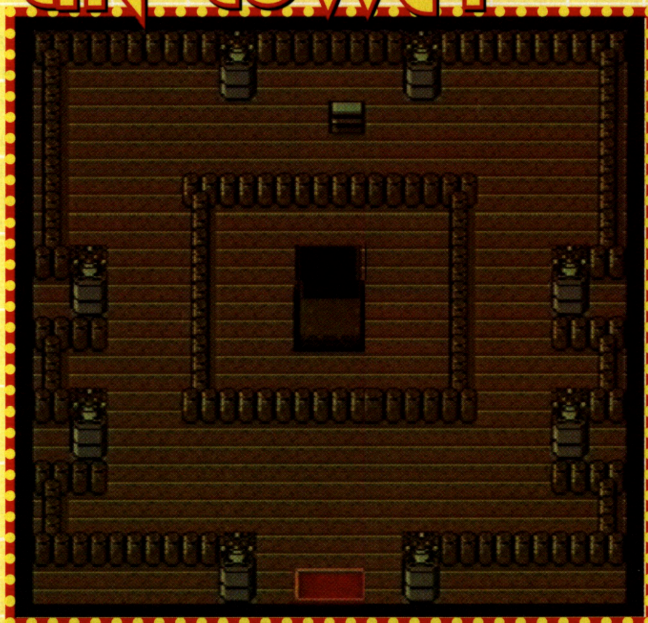
tm13 snore

Snore is a 40 strength Normal attack that has a 30 percent chance of flinching your opponent. And it can only be used if you are asleep. Handy with Rest or if you know your opponent is fond of sleep attacks.

optional dreads tin tower

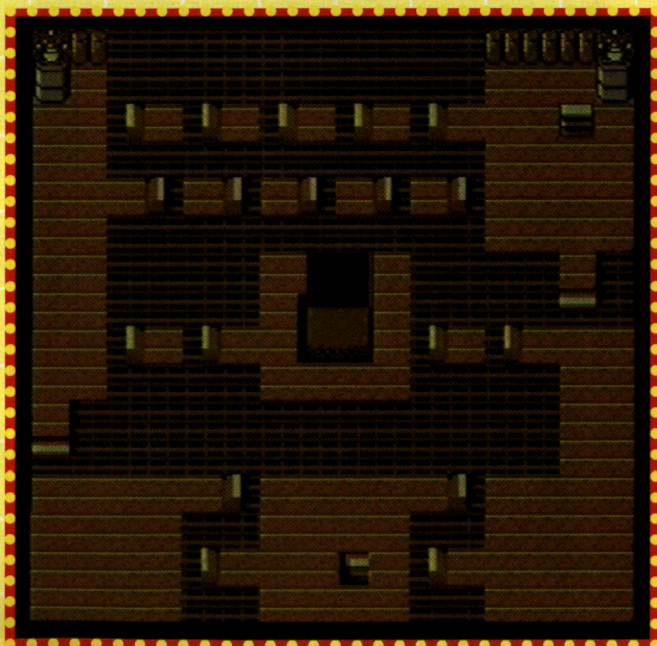
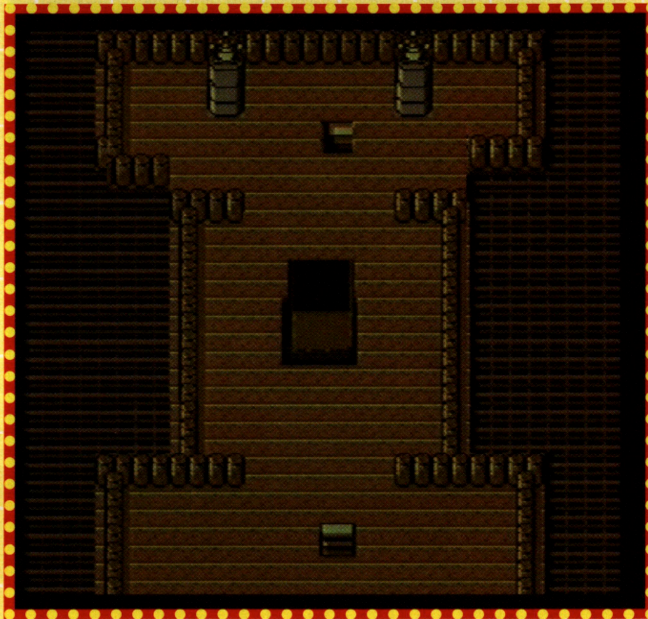
1. Tin Tower, Floor 1

Not much to do here. If you have the **Rainbow Feather**, you'll be able to see the stairs on the north side that lead up to the second floor.



2. Tin Tower, Floor 2

The layout of the tower is mostly the same from top to bottom—lots of one-way jump pads, items scattered about, and a lot of pretty weak Pokémon attacking you. If you wish, you can just bring a bunch of Repel items and work your way through without having to deal with battling. There's nothing on the second floor, either, so head up to the third.

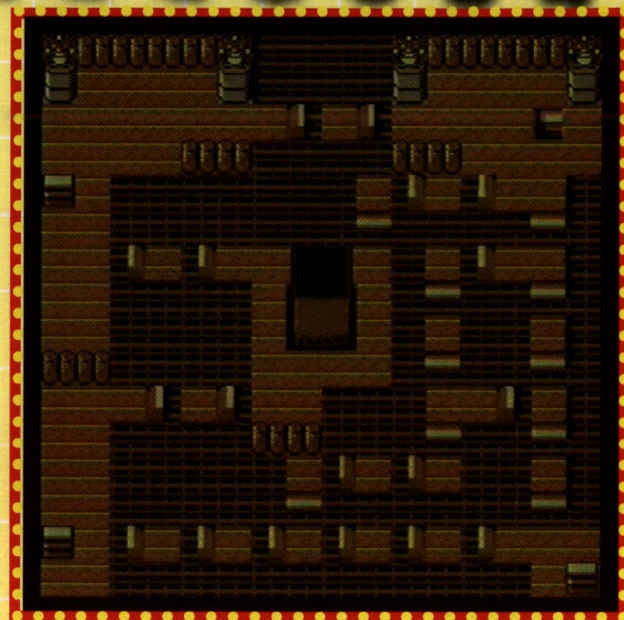


3. Tin Tower, Floor 3

The one-way jumps start here. Head left to find a **Full Heal**, then proceed to the northeast corner and go up the stairs to the next floor.

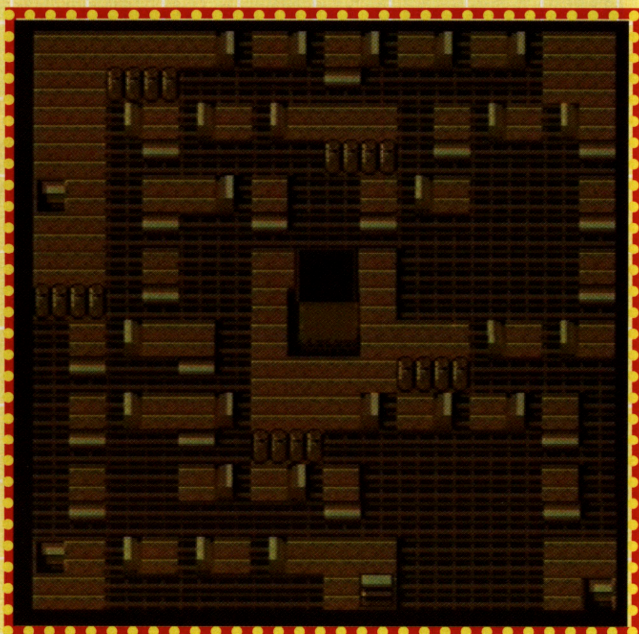
4. Tin Tower, Floor 4

Head south along the jumps to get an **Ultra Ball** and a **Super Potion**, then check the southwest for an **Escape Rope**. There are three sets of stairs leading up here, one in each corner except for the northeast. Go up the northwest stairs to reach the next floor. The southwest and southeast stairs go up, but they lead to dead ends for one-way jumps, so you won't be able to go anywhere from them.



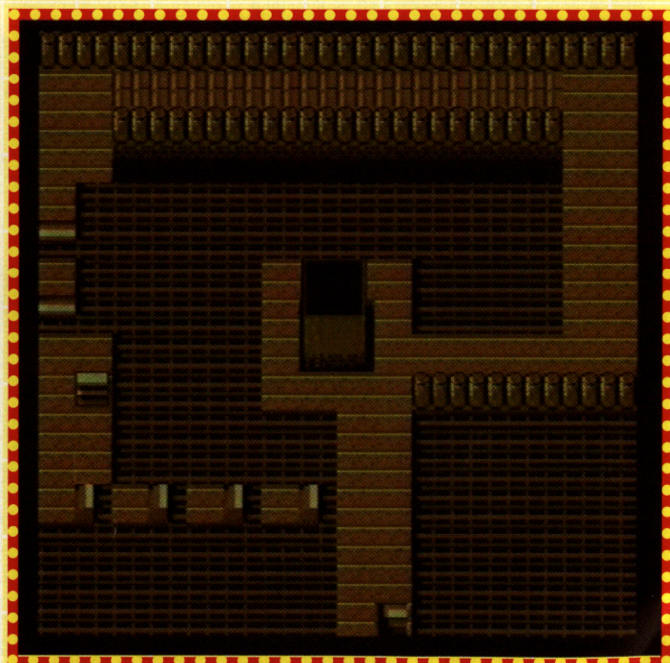
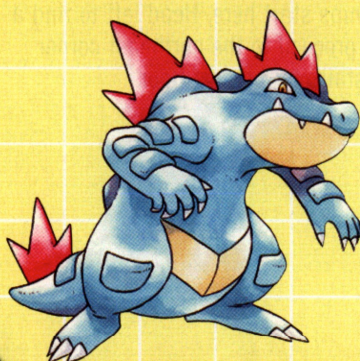
5. Tin Tower, Floor 5

Go to the center of the level to find a **Rare Candy**. Then make your way back to the northwest and follow a path down the west side of the level to reach the stairs that lead up at the bottom-center of the floor.



6. Tin Tower, Floor 6

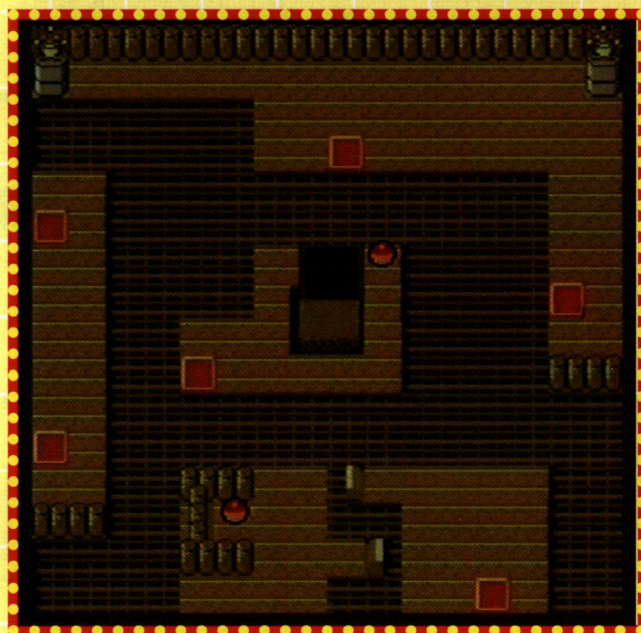
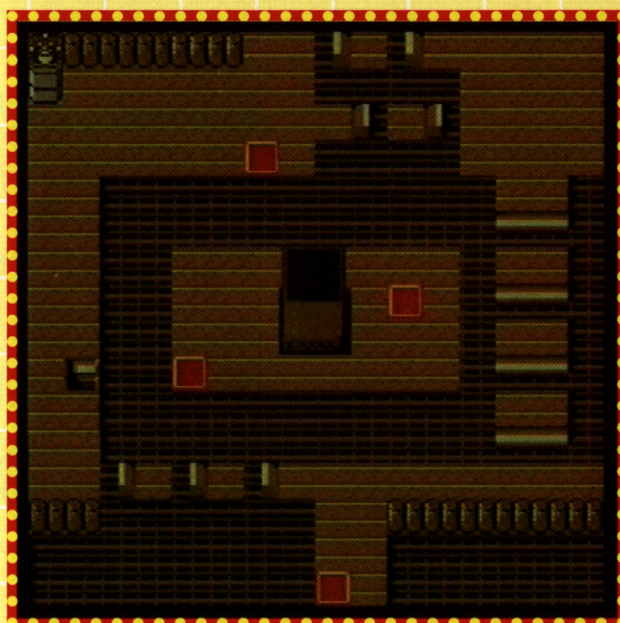
Totally straightforward here: just go up and around to the stairs on the west side.



7. Tin Tower, Floor 7

Teleporters add to the fun on this floor. Head north and east toward the first teleporter pad. Skip it and hop across the platforms to reach the **Max Revive** in the northeast corner. Then go back and use the teleporter that you skipped. You'll arrive on the middle platform, where you can use the teleporter to reach the eighth floor.

The teleporter on the south edge of this level leads up to the ninth floor. Consider this southern teleporter number two.



8. Tin Tower, Floors 8 and 9

If you took the first teleporter up, go west across the one-way jumps and use the right teleporter to reach a central platform with a **Max Elixir**. Then use the left teleporter to reach another platform with a **Nugget**.

Once you've picked up the items, return to the seventh floor and use the second teleporter, which will take you to the ninth floor. From where you arrive, go straight south to another teleporter. Then go west into yet another teleporter. From there, head north and west to find a **Full Restore** just past the teleporter here. After you pick it up, return and use the teleporter, which will get you to the stairs that lead upward.

9. Tin Tower, Top Level

The rooftop at last! Ho-oh awaits you! The legendary Fire/Flying bird will be an extremely tough fight, but perseverance and a whole lot of thrown balls will leave with you with one brand new prize Pokémon!



New pokémon

#250 Ho-oh

type 1:	Fire
type 2:	Flying
Height:	12'6"
Weight:	439

evolution

None

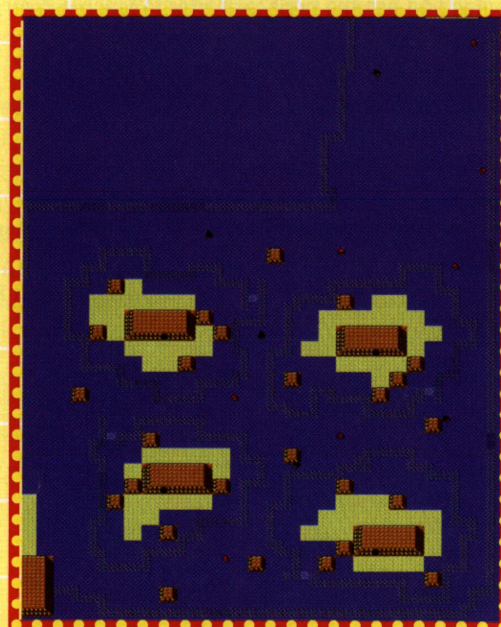
#250 Ho-oh



Whirl Islands



All of these islands have caves that require Surf, Strength, and Flash in order to successfully navigate them. And, of course, you'll need Whirlpool to reach the islands in the first place. You'll probably want to bring along a "throwaway" Water Pokémon with all of the Water moves that you'll need in order to explore.



#116 Horsea

You can fish up this cute little Water-type in the water inside the caves. Horsea has average stats and learns a mix of Normal and good Water moves. Evolving into Seadra at level 32, Horsea can also eventually become Kingdra...look into trading.

type 1:	Water
type 2:	N/A
Height:	1'4"
Weight:	18

evolution

#117 Seadra (Level 32)

#116 Horsea



#117 Seadra



#86 Seel

A straight Water-type, Seel evolves at level 36 into one of the very few Ice-types, Dewgong. Seel learns a mix of Normal and Ice attacks, and is a decent choice for Dragon fighting. Of course, this assumes it can survive Dragon attacks...

type 1:	Water
type 2:	N/A
Height:	3'7"
Weight:	198

evolution

#87 Dewgong (Level 36)

#86 Seel

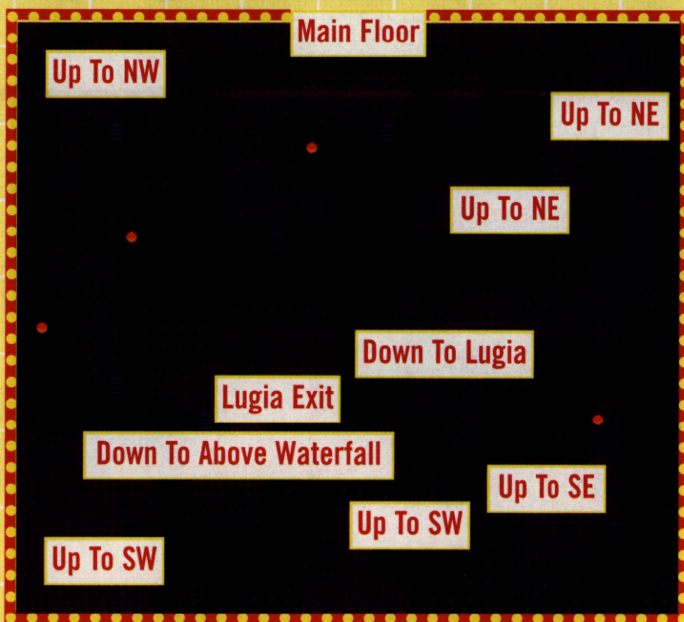


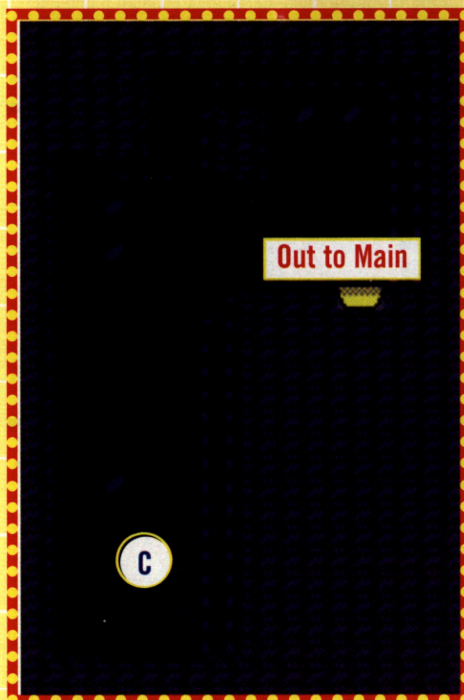
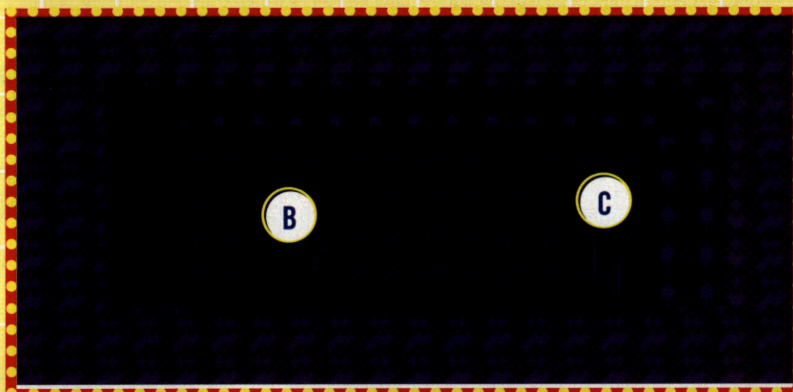
#87 Dewgong



Whirl Island caves







Southwest and Southeast Island Caves

From inside the southwest island, Surf over to the east and grab the **Guard Spec.**, then come back and go down the ladder. Head east to find an **Escape Rope**. Then head back up the ladder, Surf east, and go down the ladder there. Follow the path around (you'll see the boulder near where you grabbed the Escape Rope) and up the steps to pick up a **Calcium**. Then go southwest and up the ladder. From here, you'll be on the southeast island. Surf around to the northeast island.

Northeast and Northwest Island Caves

Enter the northeast island cave and drop down the ledges to the east. The path splits to the north and south. If you go south, you can go up a short set of steps to pick up an **Ultra Ball**, and you'll have to go down a ladder (you have to come back from the top to follow the north route).

From the ladder, head west and wrap around to the north to reach a **Nugget** tucked away. Then check farther northwest for a **Full Restore**. Southwest of the restore is a **Carbos**, and the ladder you pass on the way leads up to the northwest island. A bit farther south is another ladder leading down, which you can take to reach a **Max Elixir** and a **Full Restore**.

Now go back up, then south of the Nugget and exit the caves (when you drop down the ledge south of the Nugget, you can't get back up, so you'll have to climb out to the southeast or southwest island). Surf back to the northeast island, enter the cave and take the north path (north of the Ultra Ball that you grabbed earlier) to reach a ladder that leads down.

Follow the path to another downward ladder, take it, and you'll find a **Max Revive** on the ground by the water. If you Surf across the water, you'll reach a waterfall. Go down and left into the small cave. Have a Silver Wing handy? Lugia awaits your arrival! The Psychic/Flying Pokémon is no easy feat to capture, but time and patience will be rewarded (save your game before your first capture attempt).



New pokémon

#249 Lugia

type 1: Psychic

type 2: Flying

Height: 17'1"

Weight: 476

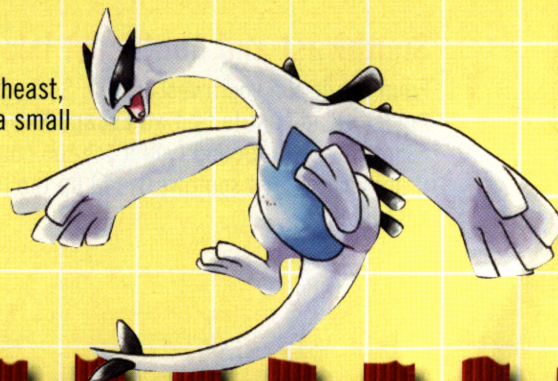
evolution

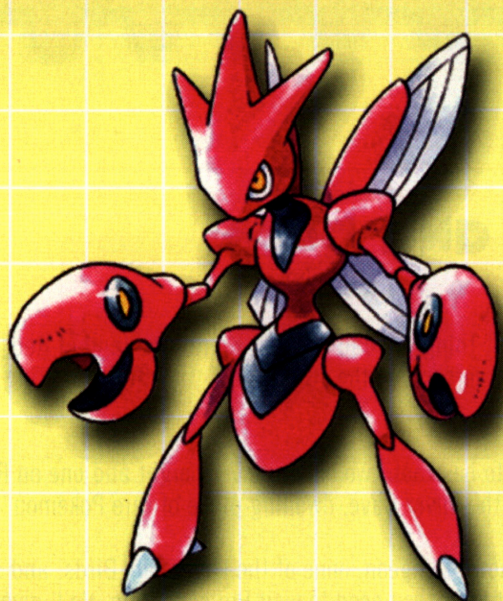
None

#249 Lugia



When you're done here, head out of the cave and take the ladder to the southeast, just across the water. Climb all of the ladders and you'll come back out on a small ledge just south of the Nugget area again.





Kanto



Kanto

reaching the Land of red and blue!

1 I Thought We Were Done?

Not quite. After you finish the game, there is still one more “small” thing you can do: visit Kanto, the land of Red, Blue, and Yellow! You can go and gather the eight badges from the previous versions of the game. Plus, you can go hunting for old Pokémon.

There is a handful of the new Pokémon over in Kanto. Well, three to be exact: two on Route 7 at night and one on Routes 17 and 18. Once you’ve acquired the old eight badges, you can visit the Silver Cave, dwelling place of rare Pokémon.

The old extras are not present in Kanto—no Safari Zone, no Unknown Dungeon, none of the Legendary Birds, and so on, but you can still hunt in the wild and visit the cities (in color!). To get there, you need to visit Professor Elm. He’ll give you the **S.S. Aqua Ticket**, which you can use in Olivine City to board the S.S. Aqua.

On board, you’ll need to help an old man find his daughter. She’s in the captain’s room, bugging him to play with her. To get there, you’ll need to get past a sailor who wants you to find his buddy. He’s in the room one door down from yours. After you do that, you can walk straight to the captain’s room, and you’ll return with the daughter.

The man will reward you with a **Metal Coat**, which you can trade to a friend for a Scyther or an Onix to transform them into Scizor and Steelix. After you get the Metal Coat, the boat will dock in Vermilion City.

vermilion city

2 Lt. Surge: Electric-Type

Head to the Gym to face Lt. Surge for your first new badge (or old badge, depending how you look at it). This badge is a snap; just bring along any Ground Pokémon and you can easily pummel every Pokémon he sends against you. The Gym is located on the southwest side of the city; you’ll need to use Cut to reach it. After you defeat the leader, you’ll gain the **Thunderbadge**. Next stop, Saffron City, due north.

Gym Leader: Lt. Surge

Reward: ¥4600

Pokémon: Raichu L44, Magneton L40, Electabuzz L46, Electrode L40, Electrode L40

trainer 1

gentleman gregory

Reward: ¥2376

Pokémon: Pikachu L37, Flaaffy L33

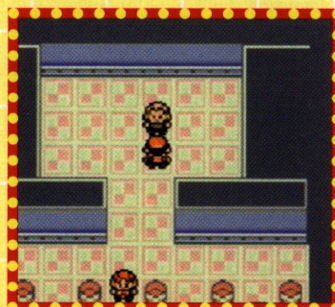


trainer 2

guitarist vincent

Reward: ¥1024

Pokémon: Magnemite L27, Magnemite L32, Magnemite L32, Voltorb L33 L4



saffron city

3 Sabrina: Psychic-Type

Saffron's Gym is located on the north side of town. You'll have to bounce across a few teleport pads to reach Sabrina. Once you do, put up your Psychic-resistant Pokémon (Psychic or Steel) and take her out to win the **Marshbadge**. After she's defeated, head north to Cerulean City. You may also want to go west to Route 7 briefly and do some hunting at night to find a pair of new Pokémon—Murkrow and Houndour.

new pokémon

#196 Murkrow

A mixed Dark/Flying, and one of the few Dark-types in the game, it is worth adding Murkrow to your collection. It learns a decent move set, including a handful of useful status effects and a pair of Dark attacks.

#196 Murkrow



new pokémon

#226 Houndour

Another of the rare Dark-types, Houndour is a mixed Fire/Dark, making it ideal for taking out both Steel and Psychic threats. Consider leveling up Houndour for a while to gain all of its moves quickly.

#226 Houndour



trainer 1

Medium rebecca

Reward: ¥1400

Pokémon: Drowzee L35, Hypno L35



The power of all those you defeated

trainer 2

psychic jared

Reward: ¥1120

Pokémon: Mr. Mime L32, Exeggcute L32, Exeggcute L35



The FIGHTING DOJO next door was once

trainer 3

psychic franklin

Reward: ¥1184

Pokémon: Kadabra L37



Psychic power is the power of your

trainer 4

Medium doris

Reward: ¥1440

Pokémon: Slowpoke L34, Slowbro L36



Fufufufu... I see it clearly.

Gym Leader: Sabrina

Reward: ¥4800

Pokémon: Espeon L44, Mr. Mime L46, Alakazam L48

cerulean city

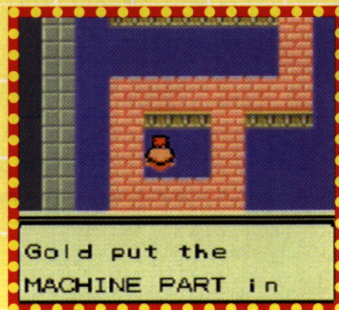
Misty and the Power Plant

4

Misty isn't in her Gym when you arrive in town. You need to go east down Route 9, then Surf south to the Power Plant. Inside, you'll find that a part needed to power the plant has been stolen. This is why the Magnet Train doesn't work.

As you leave, you'll see two men talking about a man back in Cerulean City causing problems. Go to the Cerulean City Gym, and a Team Rocket member will bump into you on his way out. Chase him north, battle him, and he'll tell you he hid the machine part in the Gym.

Go back to the Gym, Surf to the center, search, and take the part to the Power Plant—now the train is active again. You'll also receive **TM07**, Zap Cannon. Return once more to the Gym and go north out of town, toward the Sea Cottage. You'll find Misty here and she'll finally return to her Gym, where you can go and fight her for the **Cascadebadge**. After she's defeated, head back south to Celadon City.



tm07 zap cannon

A mean strength 100 Electric attack, Zap Cannon has a near 100 percent chance of paralyzing your opponent. Powerful in the extreme, Zap Cannon's only weakness is its accuracy: 50 percent.

Note

What used to be Bill's cottage is now his grandfather's. If you talk to him and show him Lickitung, he'll give you an **Everstone**. You can then show him a few other Pokémon (Pichu, Vulpix, Staryu, Oddish). He'll reward you with the various **Stones** (Thunder, Fire, Water, and Leaf), allowing you to finally evolve certain Pokémon.

Note

After you restore power to the Power Plant, the Magnet Train will become active and you can take it between Kanto and Johto. You need to get a Rail Pass from the Copycat girl in Saffron. When you do, you'll be able to zip between the two lands quickly and easily. To find the pass, talk to the Copycat girl, and she'll mention she lost her Poké Doll, Clefairy in Vermilion City. Go back to Vermilion City and look in the Pokéfan club. A man inside will give you the Poké Doll, which you can return to the girl for the Rail Pass.

trainer 1

swimmer ♀ brian

Reward: ¥700

Pokémon: Seaking L35, Seaking L35



trainer 2

swimmer ♂ parker

Reward: ¥280

Pokémon: Horsea L32, Seadra L35, Horsea L32



trainer 3

swimmer ♀ diana

Reward: ¥740

Pokémon: Golduck L37



Gym Leader: Misty

Reward: ¥4700

Pokémon: Golduck L42, Starmie L47, Quagsire L42, Lapras L44



Celadon City

5 Erika: Grass-Type

Quick and simple: hit the Gym in the southwest (you'll need Cut to reach it). Be ready with some Fire and roast all the Grass Pokémon you'll face inside. After you beat Erika, the **Rainbow Badge** is yours—you have half the badges already! You'll receive **TM19**, Giga Drain.

TM19 giga drain

The most powerful Grass-draining attack, Giga Drain has a strength of 60 and will serve you well if you are fond of debilitating your opponents and draining them down to nothing.

trainer 1

twins jo & zoe

Reward: ¥700

Pokémon: Victreebel L35, Vileplume L35



trainer 2

picnicker tanya

Reward: ¥816

Pokémon: Exeggutor L37



trainer 3

Lass Michelle

Reward: ¥816

Pokémon: Skiploom L32, Jumpluff L34, Hoppip L33



trainer 4

beauty julia

Reward: ¥3080

Pokémon: Paras L32, Exeggcuter L32, Parasect L35



Gym Leader: Erika

Reward: ¥4600

Pokémon: Tangela L42, Bellossom L46, Jumpluff L41, Victreebel L46



Fuchsia City

6 Janine: Poison-Type

Head west, and then south and east to Fuchsia City, where Janine and the Soul Badge await you. The Gym is just east of Route 18, next to a Pokémon Center. Rest up, grab a Ground or Steel Pokémon, and go to town on the trainers and the gym leader. Janine attempts to hide herself by having her trainers dress as her, but you can find her easily enough by simply defeating everyone in the Gym. After you beat her, you'll receive the **Soul Badge** and **TM06**, Toxic. Three badges left. Head east and north to Lavender Town.

TM06 toxic

Toxic is one of the few powerful Poison attacks, poisoning your foe and eliminating 1/16 of their health on the first turn, 2/16 on the second, 3/16 on the third, and so on.

trainer 1

Lass Linda

Reward: ¥816

Pokémon: Bulbasaur L30, Ivysaur L32, Venusaur L34

trainer 2

picnicker cindy

Reward: ¥720

Pokémon: Nidoqueen L36

trainer 3

camper barry

Reward: ¥720

Pokémon: Nidoking L36



trainer 4

Lass Alice

Reward: ¥720

Pokémon: Crobat L36, Ariados L33, Weezing L36, Weezing L36, Venomoth L39

Gym Leader: Janine

Reward: ¥3900

Pokémon: Crobat L36, Ariados L33, Weezing L36, Weezing L36, Venomoth L39

Lavender town

7 Radio Parts

Wondering why your radio doesn't work here in Kanto? The answer awaits you in Lavender Town. On the way to Lavender Town, check inside the small house in the middle of Route 12. The man inside will give you the **Super Rod**, the best possible fishing rod.

When you reach Lavender Town, enter the Radio Tower on the east side and talk to the man inside wearing the black hat. He'll thank you for fixing the Power Plant and give you the **Expansion Card**, which will enable your radio to play in Kanto. It will also allow you to tune into the Poké Flute Station, the highest frequency you can tune to. You can use it to wake Snorlax, east of Vermilion City.



vermilion city, pewter city

8 Brock: Rock-Type

Go south and west along Route 11 to reach the Snorlax just outside of Vermilion City. It's at level 50, and you get only one chance to catch it, so be sure to save your game first.

Tune your radio to the highest station and talk to Snorlax to wake it up. After Snorlax is out of your way, go through Diglett's Cave to emerge at Route 2. You'll need Cut here; use it to go south to Viridian City. Then go west and back north through Viridian Forest to reach Pewter City. This is where you can face Brock for your sixth badge. When you defeat him, the **Boulderbadge** is yours. Head due south and then east to Seafoam Islands for the second-to-last badge.

trainer 1

camper jerry

Reward: ¥780

Pokémon: Sandslash L37



The trainers of
this GYM use rock-

Gym Leader: Brock

Reward: ¥4200

Pokémon: Graveler L41, Omastar L42, Kabutops L42,
Rhyhorn L41, Onix L44



BROCK: Wow, it's
not often that we

seafoam islands

9 Blaine: Fire Type

On the way to Seafoam Islands, you'll bump into the old rival from Red and Blue on Cinnabar Island. He'll fly off to Viridian City, and you'll meet him again shortly. Cinnabar Island itself has been heavily damaged, and the Gym has been moved to the east. That's where you're going, to Seafoam Islands. You'll meet the seventh gym leader there. Blaine is a Fire user, so bring along your Water Pokémon to soak him down. After you defeat him, the **Volcanobadge** is yours. One more to go. Head back to Viridian City and enter the Gym to face Blue.

Gym Leader: Blaine

Reward: ¥5000

Pokémon: Magcargo L45, Magmar L45, Rapidash L50



CINNABAR GYM
LEADER: BLAINE



BLAINE: Waaah!



LEADER BLAINE
wants to battle!

viridian city

10 Viridian City Gym

The final leader faces you with a full team of six Pokémon, but given your experiences up to this point, he still won't be able to stop you. Once he's out of the way, the **Earthbadge** is yours, and you can now visit the Silver Cave. Go talk to Professor Oak in Pallet Town to unlock the cave, then head to the Pokémon League Reception Gate.

Gym Leader: Blue

Reward: ¥5800

Pokémon: Pidgeot L56,
Rhydon L56, Exeggutor L58,
Gyarados L58, Alakazam L54,
Arcanine L58



BLUE: Yo! Finally
got here, huh?



LEADER BLUE
wants to battle!

Note

Wondering where you can find really tough trainers? Viridian City has a Pokémon Trainers' Gym that allows you to fight a tough trainer once a day—and if you've been link battling, you'll face duplicates of teams you battled with your friends.

route 28

11 To the Cave

To reach the Silver Cave, head to the Pokémon League Reception Gate and go west. The man who blocked you before will allow you to pass, and you'll reach Route 28, which leads to the cave. Halfway along the route, you'll find a Pokémon Center. A bit east of that, if you use Cut, you can reach a woman who will give you TM47, Steel Wing.



TM47 Steel Wing

One of the very few Steel attacks available, Steel Wing is a 70 strength Steel technique, with a 10% chance of lowering your opponent's defense. You can find a second copy of this TM in the rock tunnel just north of Lavender Town.

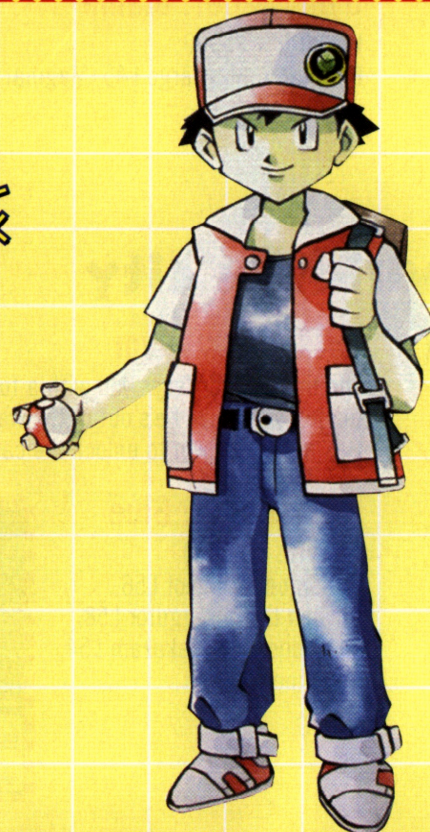
New pokémon

#215 Sneasel

A very nice Dark/Ice mix, Sneasel can be found only at night along Route 28. Weak against Fire, Fighting, Bug, and Rock, Sneasel is also completely immune to Psychic, which is what you'll probably want to use it against. Ice, Ghost, and Dark attacks don't do much to Sneasel, but all three types are rather rare. Consider teaching it some TMs, particularly if you need a Dragon or Psychic fighter.

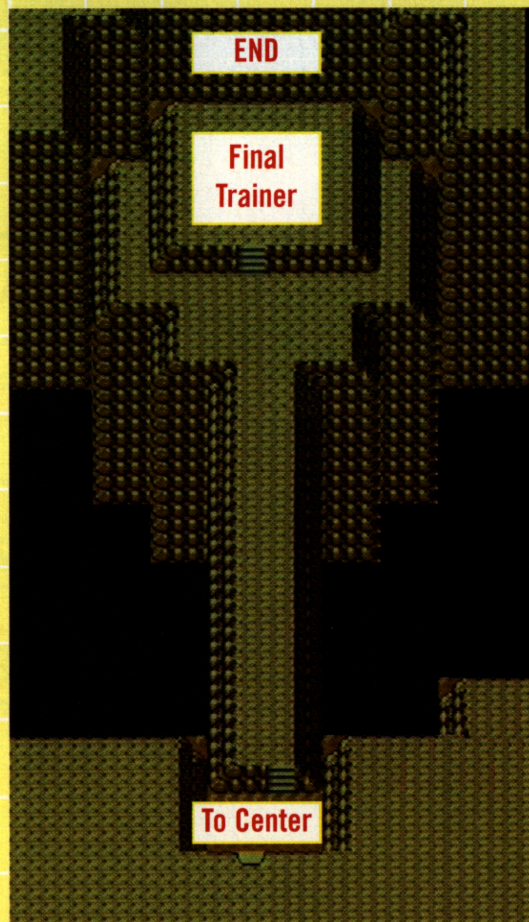
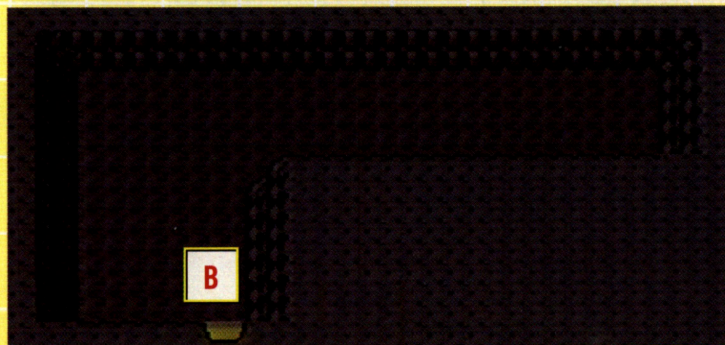
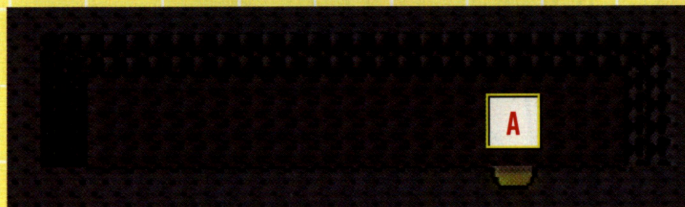
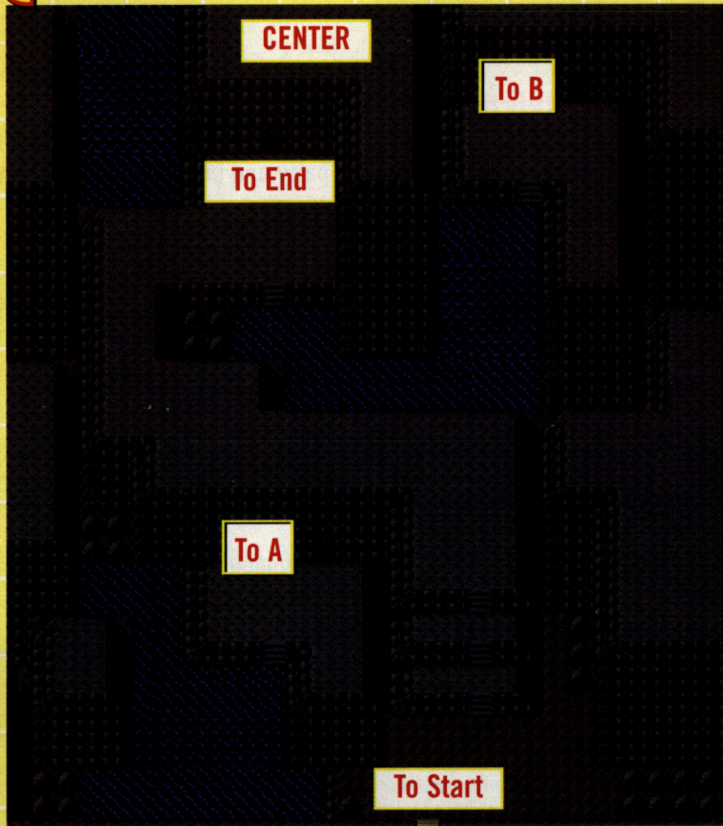
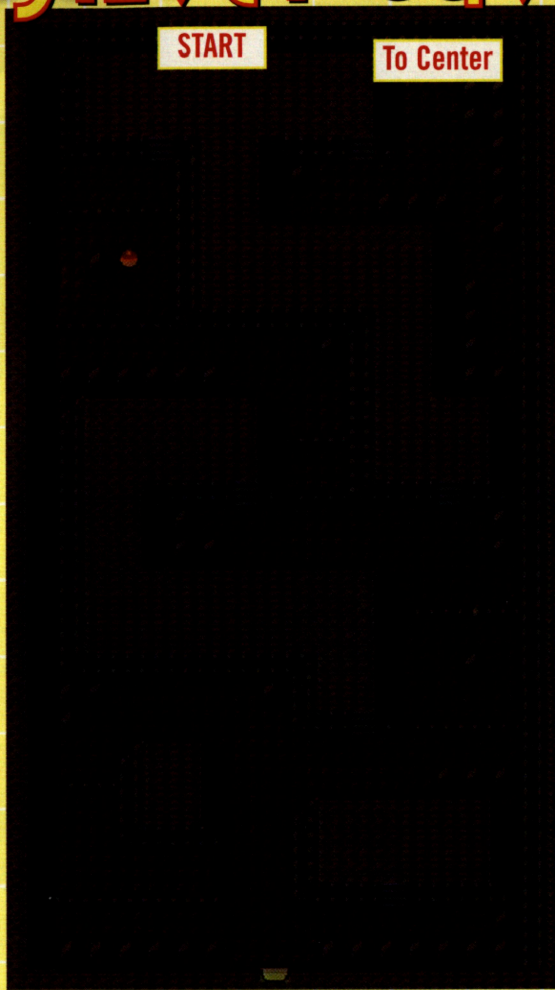


#215 Sneasel



silver cave

kanoto



silver cave

12 Rare Pokémon Abound

If you want to level up your Pokémon and find extremely rare new Pokémon, this is the place to be. If you are leveling up very low-level Pokémon, stick them in your party and put an Exp. Share on them, while letting the rest of your team do the actual fighting.

Aside from the many rare and high-level Pokémon you can find within this dungeon, if you search a bit, you will find Red, your final challenger. Defeat him and the credits will roll a second time, and that's pretty much it for trainers in the game. Of course, you still have a lot of Pokémon to catch, and your friends are probably interested in battling!

Final Leader: Red

Reward: Satisfaction and ¥7700

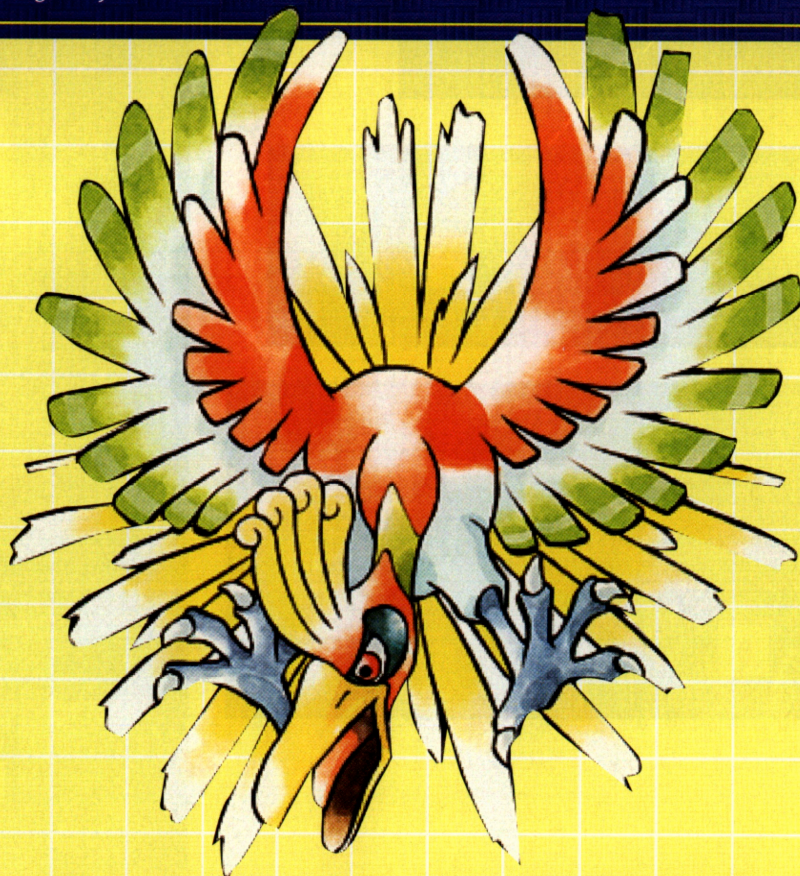
Pokémon: Pikachu L81, Espeon L73, Snorlax L75, Venusaur L77, Blastoise L77, Charizard L77

Notice any resemblance between Red's Pokémon choices and those of a certain popular cartoon character? Thought so...



Note

After you defeat Red, return to Pallet Town and take a look around. You'll meet a man who will give you the other feather, the one you didn't get (depending on your game color). If you're playing Gold, you'll get the **Silver Wing**, and if you're playing Silver, you'll get the **Rainbow Wing**. You can now go and fight the other Legendary Bird—and this bird will be at level 70!



poKéMON extras

poKéMON page index

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rounding out your collection

After you've completed the game, there will probably be quite a few Pokémon that you still need to catch. The table below may help you find a few missing from your collection.

pokémon	type	where?
#193 Yanma	Bug/Flying	Found wild in the grass along Route 35
#206 Dunsparce	Normal	Found very rarely in Mount Mortar
#211 Qwilfish	Water/Poison	Fish up along Route 32
#216 Teddiursa	Normal	Found along Route 45 (Gold Only)
#217 Ursaring	Normal	Found in Victory Road (Gold Only)
#223 Remoraid	Water	Fish up along Route 44
#225 Delibird	Ice/Flying	Found in the Ice Path (Silver Only)
#226 Mantine	Water/Flying	Found along Route 40/41 (Gold Only)
#227 Skarmory	Steel/Flying	Found along Route 45 (Silver Only)
#231 Phanpy	Normal	Found along Route 45 (Silver Only)
#233 Porygon2	Normal	Trade a Porygon with an Upgrade attached
#236 Tyrogue	Fighting	Defeat the Karate Champ in Mount Mortar
#238 Smoochum	Ice/Psychic	Breed two Jynx
#240 Magby	Fire	Breed two Magmar

technical and hidden machines reference

tm	name	type	power	acc	pp	location	effect
01	Dynamicpunch	Normal	-	30	5	Cianwood City Gym	K.O. May cause confusion
02	Headbutt	Normal	70	100	15	Ilex Forest	30% Flinch, Hit trees out of combat
03	Curse	N/A	-	-	10	Celadon City Pokémon Mansion at Night	If used by a Ghost type, reduces own HP by half and cuts foe's HP by $\frac{1}{2}$ each round. If used by a non Ghost, lowers Speed and raises Attack and Defense by 1
04	Rollout	Rock	30	90	20	Route 35	Attacks five times, doubling in power each time
05	Roar	Normal	-	100	20	Route 32	Ends battle against wild Pokémon, forces Trainers to switch Pokémon
06	Toxic	Poison	-	85	10	Fuchsia City Gym	Deals increasing damage to your opponent each round—1/16, 2/16, 3/16, etc.
07	Zap Cannon	Electric	100	50	5	Manager in Power Plant	100% Paralyze if it hits
08	Rock Smash	Fighting	20	100	15	Route 36	Reduces enemy Defense by 1, Breaks cracked rocks out of combat
09	Psych Up	Normal	-	-	10	Trade an Abra from Red/Blue	Any beneficial stat effects used by opponent's Pokémon benefit your Pokémon as well
10	Hidden Power	Varies	Varies	100	15	In house northwest of Lake of Rage	Type (any) and Power (from 31 to 70) varies depending on the Pokémon it is taught to
11	Sunny Day	Fire	-	-	5	Celadon City Mart, Girl in Radio Tower	Fire attacks inflict 50% more damage. Water attacks inflict 50% less. Solarbeam becomes a single-turn attack. Thunder accuracy is lowered to 50%, frozen Pokémon have a 10% chance of thawing. Grass recovery moves are doubled in effectiveness
12	Sweet Scent	Normal	-	100	20	Ilex Forest Gate	Reduces enemy Evade by 1, Attracts wild Pokémon out of combat
13	Snore	Normal	40	100	15	Moomoo Farm (sick Miltank), Dark Cave	Flinch 30%, can only be used while asleep

tm	NAME	type	power	acc	pp	Location	effect
14	Blizzard	Ice	120	70	5	Goldenrod City Game Corner	Freeze 10%
15	Hyper Beam	Normal	150	90	5	Celadon City Game Corner	Attacks first turn, recharges second.
16	Icy Wind	Ice	55	95	15	Mahogany City Gym	Reduces enemy Speed by 1
17	Protect	Normal	-	-	10	Celadon City Mart	Always goes first, blocks enemy attack with 100% effectiveness, but effectiveness is cut in half each time it is used in a single fight
18	Rain Dance	Water	-	-	5	Celadon City Mart	Water attacks inflict 50% more damage, Fire attacks inflict 50% less. Thunder becomes 100% accurate, cuts effectiveness of Grass recovery moves by 50%
19	Giga Drain	Grass	60	100	5	Celadon City Gym	Heals half the damage dealt
20	Endure	Normal	-	-	10	Burnt Tower	Always goes first, will survive any attack with 1 HP remaining, but effectiveness is cut in half each time it is used in a single fight
21	Frustration	Normal	-	100	20	Woman in Goldenrod City Mart	Power depends on how much your Pokémon dislikes you, up to a maximum power of 102
22	Solarbeam	Grass	120	100	10	Route 27	Charges first turn, attacks second
23	Iron Tail	Steel	100	75	15	Olivine City Gym	30% Reduces enemy Defense
24	Dragonbreath	Dragon	60	100	20	Dragon's Den	30% Flinch
25	Thunder	Electric	120	70	10	Goldenrod City Game Corner	30% Paralyze
26	Earthquake	Ground	100	100	10	Victory Road	Deals 2x damage to Pokémon using Dig
27	Return	Normal	-	100	20	Woman in Goldenrod City Mart	Power depends on how much your Pokémon likes you, up to a maximum power of 102
28	Dig	Ground	60	100	10	National Park	Digs first turn, attacks second, mostly invulnerable during Dig
29	Psychic	Psychic	90	100	10	Mr. Psychic in Saffron City	10% Reduce enemy Special Defense by 1
30	Shadow Ball	Ghost	80	100	15	Ecruteak City Gym	20% Reduce enemy Special Defense by 1
31	Mud-Slap	Ground	20	100	10	Violet City Gym	Reduces enemy Accuracy by 1
32	Double Team	Normal	-	-	15	Celadon City Game Corner	Raises Evade by 1
33	Ice Punch	Ice	75	100	15	Goldenrod City Mart	10% Freeze
34	Swagger	Normal	-	90	10	Lighthouse	Increases enemy Attack by 2, confuses enemy
35	Sleep Talk	Normal	-	-	10	Near Director under Goldenrod City	Attacks with a random learned technique, only usable while asleep
36	Sludge Bomb	Poison	90	100	10	Route 36 after defeating Team Rocket	30% Poison
37	Sandstorm	Rock	-	-	10	Route 28	Inflicts 1/8 total HP damage to both Pokémon, does not affect Rock, Ground or Steel
38	Fire Blast	Fire	120	85	5	Goldenrod City Game Corner	10% Burn
39	Swift	Normal	60	100	20	Lower level Union Cave	Attacks first, hits through moves that increase Evade
40	Defense Curl	Normal	-	-	40	Mount Mortar	Raises Defense by 1, doubles power of Rollout if used next turn
41	Thunderpunch	Electric	75	100	15	Goldenrod City Mart	10% Paralyze
42	Dream Eater	Psychic	100	100	15	Viridian City	Heals half of damage dealt, only works on sleeping foes

TM	NAME	type	power	acc	pp	Location	effect
43	Detect	Fighting	-	-	5	North of Lake of Rage	Always goes first, protects against any attack, effectiveness is cut in half each time it is used
44	Rest	Psychic	-	-	10	Ice Path	Fully heals HP and falls asleep
45	Attract	Normal	-	100	10	Goldenrod City Gym	Prevents enemy from attacking 50% of the time, only works on opposite sex Pokémon
46	Thief	Dark	40	100	10	Team Rocket HQ	Steals any items carried by Pokémon
47	Steel Wing	Steel	70	90	25	Mount Silver, Rock Tunnel	10% Raises Defense by 1
48	Fire Punch	Fire	75	100	15	Goldenrod City Mart	10% Burn
49	Fury Cutter	Bug	10	95	20	Azalea Town Gym	Attacks five times, doubling in power each attack
50	Nightmare	Ghost	-	100	15	Route 33, bring mail to waiting man	Cuts opponents HP by 1/4 each round, only works on sleeping Pokémon

HM	NAME	type	power	acc	pp	Location	effect
01	Cut	Normal	50	95	30	Ilex Forest	Out of combat cuts trees
02	Fly	Flying	70	95	15	Cianwood City, after gym fight	Flies first turn, attacks second. Can be used out of battle to fly to any visited city
03	Surf	Water	95	100	15	Ecruteak City, Dance Theater	Out of combat can surf on water
04	Strength	Normal	80	100	15	Olivine City, Sailor	Out of combat pushes boulders
05	Flash	Normal	-	70	20	Bellsprout Tower elder	Reduces enemy Accuracy by 1, out of combat lights dark areas
06	Whirlpool	Water	15	70	15	Team Rocket HQ, given by Lance	Traps opponent in fight for 2-5 rounds, out of combat can be used to remove whirlpools from the water
07	Waterfall	Water	80	100	15	Ice Path	Out of combat can be used to climb waterfalls

techniques reference

NAME	type	power	acc	pp	Notes
Absorb	Grass	20	100	20	Restores half of the damage dealt to opponent
Acid	Poison	40	100	30	10% Reduces Defense by 1
Acid Armor	Poison	-	-	40	Raises Defense by 2
Aeroblast	Flying	100	95	5	Increased chance of critical hitting
Agility	Psychic	-	-	30	Raises Speed by 2
Amnesia	Psychic	-	-	20	Raises Special Defense by 2
Ancient Power	Rock	60	100	5	10% Raises all abilities by 1
Aurora Beam	Ice	65	100	20	10% Reduces Attack by 1
Barrage	Normal	15	85	20	Attacks 2-5 times
Barrier	Psychic	-	-	30	Raises Defense by 2
Baton Pass	Normal	-	-	40	Switches out Pokémon and confers all positive status effects on the Pokémon swapped in
Beat Up	Dark	Varies	100	10	Power is 10 base, plus 10 per member of your team, not counting status affected Pokémon (sleep, etc). Damage affected by the Special Attack of all members of your team
Belly Drum	Normal	-	-	10	Raises Attack by 10 (but not past the maximum of 6), cuts HP in half
Bide	Normal	-	100	10	Waits for 2-3 turns, and then returns double the amount of damage received
Bind	Normal	15	75	20	Traps opponent and inflicts damage for 2-5 rounds

NAME	type	power	acc	pp	Notes
Bite	Dark	60	100	25	30% Flinch
Body Slam	Normal	85	100	15	30% Paralyze
Bone Club	Ground	65	85	20	10% Flinch
Bone Rush	Ground	25	80	10	Attacks 2-5 times
Bonemerang	Ground	50	90	10	Attacks twice
Bubble	Water	20	100	30	10% Reduces Speed by 1
Bubblebeam	Water	65	100	20	10% Reduces Speed by 1
Charm	Normal	-	100	20	Reduces Attack by 2
Clamp	Water	35	75	10	Traps opponent for 2-5 turns
Comet Punch	Normal	18	85	15	Attacks 2-5 times
Confuse Ray	Ghost	-	100	10	Confuses
Confusion	Psychic	50	100	25	10% Confuses
Constrict	Normal	10	100	35	10% Reduces Speed by 1
Conversion	Normal	-	-	30	Changes Pokémon's type to that of the last attack used against you
Cotton Spore	Grass	-	85	40	Reduces Speed by 2
Counter	Fighting	-	100	20	Always attacks second, returns twice the damage received
Crabhammer	Water	90	85	10	Increased chance of a critical hit
Cross Chop	Fighting	100	80	5	Increased chance of a critical hit
Crunch	Dark	80	100	15	20% Reduces Special Defense by 1
Destiny Bond	Ghost	-	-	5	If Pokémon faints, opponent faints as well
Disable	Normal	-	55	20	Disables last move used against you for several turns
Dizzy Punch	Normal	70	100	10	20% Confuses
Double Kick	Fighting	30	100	30	Attacks twice
Double Team	Normal	-	-	15	Raises Evade by 1
Double-Edge	Normal	120	100	15	Recoil damages user by 1/4 of damage dealt
Doubleslap	Normal	15	85	10	Attacks 2-5 times
Dragon Rage	Dragon	-	100	10	Deals 40 damage
Drill Peck	Flying	80	100	20	-
Egg Bomb	Normal	100	75	10	-
Ember	Fire	40	100	25	10% Burn
Encore	Normal	-	100	5	Forces opponent to use last used move 2-6 more times
Explosion	Normal	250	100	5	Faints user, also treats opponent's Defense as if it were half of its normal value
Extreme Speed	Normal	80	100	5	Attacks first
Faint Attack	Dark	60	-	20	Always hits
False Swipe	Normal	40	100	40	Cannot reduce opponent's HP below 1
Fire Spin	Fire	15	70	15	Traps opponent for 2-5 turns
Fissure	Ground	-	30	5	One hit K.O.
Flail	Normal	-	100	15	Power depends on how low your Pokémon's HP is
Flame Wheel	Fire	60	100	25	10% Burn, releases user and target from Freeze
Flamethrower	Fire	95	100	5	10% Burn
Focus Energy	Normal	-	-	30	Increases chance of critical hit for next attack
Foresight	Normal	-	100	40	Ignores any Evade modifiers opponent has used, and allows Normal and Fighting attacks to hit Ghosts
Fury Attack	Normal	15	85	20	Attacks 2-5 times
Fury Swipes	Normal	15	85	15	Attacks 2-5 times
Future Sight	Psychic	80	90	15	Attacks opponent two turns later, user can still use attacks during those rounds
Glare	Normal	-	75	30	Paralyze

NAME	type	power	acc	pp	Notes
Growl	Normal	-	100	40	Reduces Attack by 1
Growth	Normal	-	-	40	Raises Special Attack by 1
Guillotine	Normal	-	30	5	One-hit K.O.
Gust	Flying	40	100	35	-
Harden	Normal	-	-	30	Raises Defense by 1
Haze	Ice	-	-	30	Removes all stat affecters from both Pokémon
Heal Bell	Normal	-	-	5	Heals all status ailments for your entire team
Hi Jump Kick	Fighting	85	90	20	If it misses, recoil deals 1/8 damage to user
Horn Attack	Normal	65	100	35	-
Horn Drill	Normal	-	30	5	One hit K.O.
Hydro Pump	Water	120	80	5	-
Hyper Fang	Normal	80	90	15	10% Flinch
Hypnosis	Psychic	-	60	20	Sleeps
Ice Beam	Ice	95	100	10	10% Freeze
Jump Kick	Fighting	70	95	25	If it misses, recoil deals 1/8 to user
Karate Chop	Fighting	50	100	25	Increased chance of a critical hit
Kinesis	Psychic	-	80	15	Reduces Accuracy by 1
Leech Life	Bug	20	100	15	Heals half of damage dealt
Leech Seed	Grass	-	90	10	Absorbs 1/8 of opponent's HP every round
Leer	Normal	-	100	30	Reduces Defense by 1
Lick	Ghost	20	100	30	30% Paralyze
Light Screen	Psychic	-	-	30	Cuts damage from Special attacks in half for five rounds. Remains even if Pokémon are switched
Lock-On	Normal	-	100	5	Next attack has 100% accuracy
Lovely Kiss	Normal	-	75	15	Sleeps
Low Kick	Fighting	50	90	20	30% Flinch
Mach Punch	Fighting	40	100	30	Attacks first
Magnitude	Ground	Varies	100	30	Has a random power from 10 to 150, typically 70
Mean Look	Normal	-	100	5	Prevents opponent from fleeing while user is still the active Pokémon
Meditate	Psychic	-	-	40	Raises Attack by 1
Mega Drain	Grass	40	100	10	Heals half of damage dealt
Mega Kick	Normal	120	75	5	-
Mega Punch	Normal	80	85	20	-
Megahorn	Bug	120	85	10	-
Metal Claw	Steel	50	95	35	10% Raises Attack by 1
Metronome	Normal	-	-	10	Uses a completely random move
Milk Drink	Normal	-	-	10	Heals half of Max HP, out of battle shares 1/5 of HP with a team member
Mimic	Normal	-	100	10	Copies last move used by enemy
Mind Reader	Normal	-	100	5	Next attack is 100% accurate
Minimize	Normal	-	-	20	Raises Evade by 1
Mirror Coat	Psychic	-	100	20	Always attacks second, returns double the damage if hit with a Special attack
Mirror Move	Flying	-	-	20	Attacks with the last attack used against you
Mist	Ice	-	-	30	Protects against stat-lowering attacks
Moonlight	Normal	-	-	5	Refills HP, more at night
Morning Sun	Normal	-	-	5	Refills HP, more during the day
Nightshade	Ghost	-	100	15	Deals damage equal to the Pokémon's level
Octazooka	Water	65	85	10	50% Reduces Accuracy by 1
Outrage	Dragon	90	100	15	Attacks 2-3 turns, then user is confused

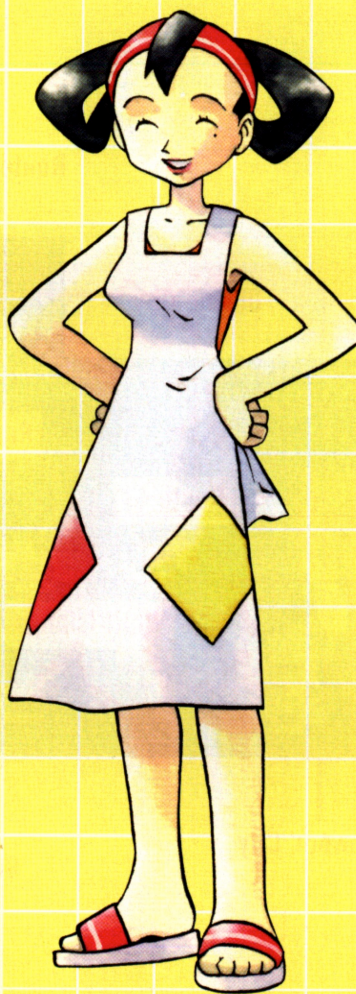
NAME	type	power	acc	pp	Notes
Pain Split	Normal	-	100	20	Averages the HP between your Pokémon and the opponent's Pokémon
Pay Day	Normal	40	100	20	Gives money (Pokémon's level X number of times used X 2)
Peck	Flying	35	100	35	-
Perish Song	Normal	-	-	5	In three turns, both Pokémon faint, will fail if Pokémon are switched
Petal Dance	Grass	70	100	20	Attacks 2-3 turns, then user is confused
Pin Missile	Bug	14	85	20	Attacks 2-5 times
Poison Gas	Poison	-	55	40	Poisons
Poison Sting	Poison	15	100	35	30% Poisons
Poisonpowder	Poison	-	75	35	Poisons
Pound	Normal	40	100	35	-
Powder Snow	Ice	40	100	25	10% Freeze
Present	Normal	-	90	15	Deals 40, 80, or 120 damage, then heals opponent 80
Psybeam	Psychic	65	100	20	10% Confuses
Psywave	Psychic	Varies	80	15	Power is 1 to 1.5 times Pokémon's level
Pursuit	Dark	40	100	20	If opponent switches out, deals double damage
Quick Attack	Normal	40	100	30	Attacks first
Rage	Normal	20	100	20	Power raises each time Pokémon is hit by opponent while using Rage
Rapid Spin	Normal	20	100	40	Escapes from trapping moves and Leech Seed
Razor Leaf	Grass	55	95	25	Increased chance of critical hit
Razor Wind	Normal	80	75	10	Increased chance of critical hit
Recover	Normal	-	-	20	Refills half of user's HP
Reflect	Psychic	-	-	20	Reduces damage from Physical attacks for 5 rounds. Effect stays even if Pokémon are switched out
Reversal	Fighting	-	100	15	The lower the user's HP, the higher the power of this technique
Rock Slide	Rock	75	90	10	30% Flinch
Rock Throw	Rock	50	90	15	-
Rolling Kick	Fighting	60	85	15	30% Flinch
Sacred Fire	Fire	100	95	5	50% Burn
Safeguard	Normal	-	-	25	Protects against status attacks for 5 turns, effect remains even if Pokémon are switched out
Sand-Attack	Ground	-	100	15	Reduces Accuracy by 1
Scary Face	Normal	-	90	10	Reduces Speed by 2
Scratch	Normal	40	100	35	-
Screech	Normal	-	85	40	Reduces Defense by 2
Seismic Toss	Fighting	-	100	20	Deals damage equal to Pokémon's level
Selfdestruct	Normal	200	100	5	User faints, opponent's Defense is considered halved when using this move
Sharpen	Normal	-	-	30	Raises Attack by 1
Sing	Normal	-	55	15	Sleeps
Sketch	Normal	-	-	1	Replaces Sketch with opponent's last used move
Skull Bash	Normal	100	100	15	Charges first turn, attacks second, raises Defense by 1
Sky Attack	Flying	140	90	5	Charges first turn, attacks second, increased chance of a critical hit
Slam	Normal	80	75	20	-
Slash	Normal	70	100	15	Increased chance of a critical hit
Sleep Powder	Grass	-	75	15	Sleeps
Sludge	Poison	65	100	20	30% Poisons
Smog	Poison	20	70	20	40% Poisons
Smokescreen	Normal	-	100	20	Reduces Accuracy by 1
Softboiled	Normal	-	100	10	Refills half of HP, can be used out of battle to heal team member by 1/5

NAME	type	power	acc	pp	Notes
Sonicboom	Normal	-	90	20	Deals 20 damage
Spark	Electric	65	100	20	30% Paralyze
Spider Web	Bug	-	100	10	Prevents opponent from fleeing, during a trainer battle, prevents trainer from switching Pokémon
Spike Cannon	Normal	20	100	15	Attacks 2-5 times
Spikes	Ground	-	100	20	If opponent switches Pokémon, the switched in Pokémon takes 1/8 of its maximum HP in damage
Spite	Ghost	-	100	10	Reduces PP of opponent's last used move by 2-5
Splash	Normal	-	-	40	Does nothing
Spore	Grass	-	100	15	Sleeps
Stomp	Normal	65	100	20	30% Flinch
String Shot	Bug	-	95	40	Reduces Speed by 1
Struggle	Normal	50	100	1	All Pokémon gain this move when they exhaust their PP. Deals recoil damage of 1/4 to using Pokémon
Stun Spore	Grass	-	75	30	Paralyzes
Submission	Fighting	80	80	25	Recoil damages Pokémon by 1/4 of damage dealt
Substitute	Normal	-	-	10	Creates a substitute Pokémon using 1/4 of maximum HP. Substitute absorbs damage and blocks status-affecting moves
Super Fang	Normal	-	90	10	Cuts opponent's HP in half
Supersonic	Normal	-	55	20	Confuses
Sweet Kiss	Normal	-	75	10	Confuses
Swords Dance	Normal	-	-	30	Raises Attack by 2
Synthesis	Grass	-	-	5	Refills HP, effectiveness depends on time of day
Tackle	Normal	35	95	35	-
Tail Whip	Normal	-	100	30	Reduces Defense by 1
Take Down	Normal	90	85	20	Recoil damages user by 1/4
Teleport	Psychic	-	-	20	Escapes from wild Pokémon fights, out of battle, teleports to last used Pokémon Center
Thrash	Normal	90	100	20	Attacks 2-3 turns, user is confused
Thunder Wave	Electric	-	100	20	Paralyzes
Thunderbolt	Electric	95	100	15	10% Paralyzes
Thundershock	Electric	40	100	30	10% Paralyzes
Transform	Normal	-	-	10	Transforms Pokémon into opponent's Pokémon, but all moves have a PP of 5
Tri Attack	Normal	80	100	10	20% Freeze, Paralyze, or Burn
Triple Kick	Fighting	10	90	10	Attacks 3 times in one round, power increases by 10 each time
Twineedle	Bug	25	100	20	Attacks twice, 20% Poisons
Twister	Dragon	40	100	20	20% Flinch
Vicegrip	Normal	55	100	30	-
Vine Whip	Grass	35	100	10	-
Vital Throw	Fighting	70	100	10	Attacks second, next attack will always hit
Water Gun	Water	40	100	25	-
Whirlwind	Normal	-	100	20	Ends fights with wild Pokémon, in trainer battles, forces opponent to switch Pokémon
Wing Attack	Flying	60	100	35	-
Withdraw	Water	-	-	40	Raises Defense by 1
Wrap	Normal	15	85	20	Traps opponent for 2-5 turns

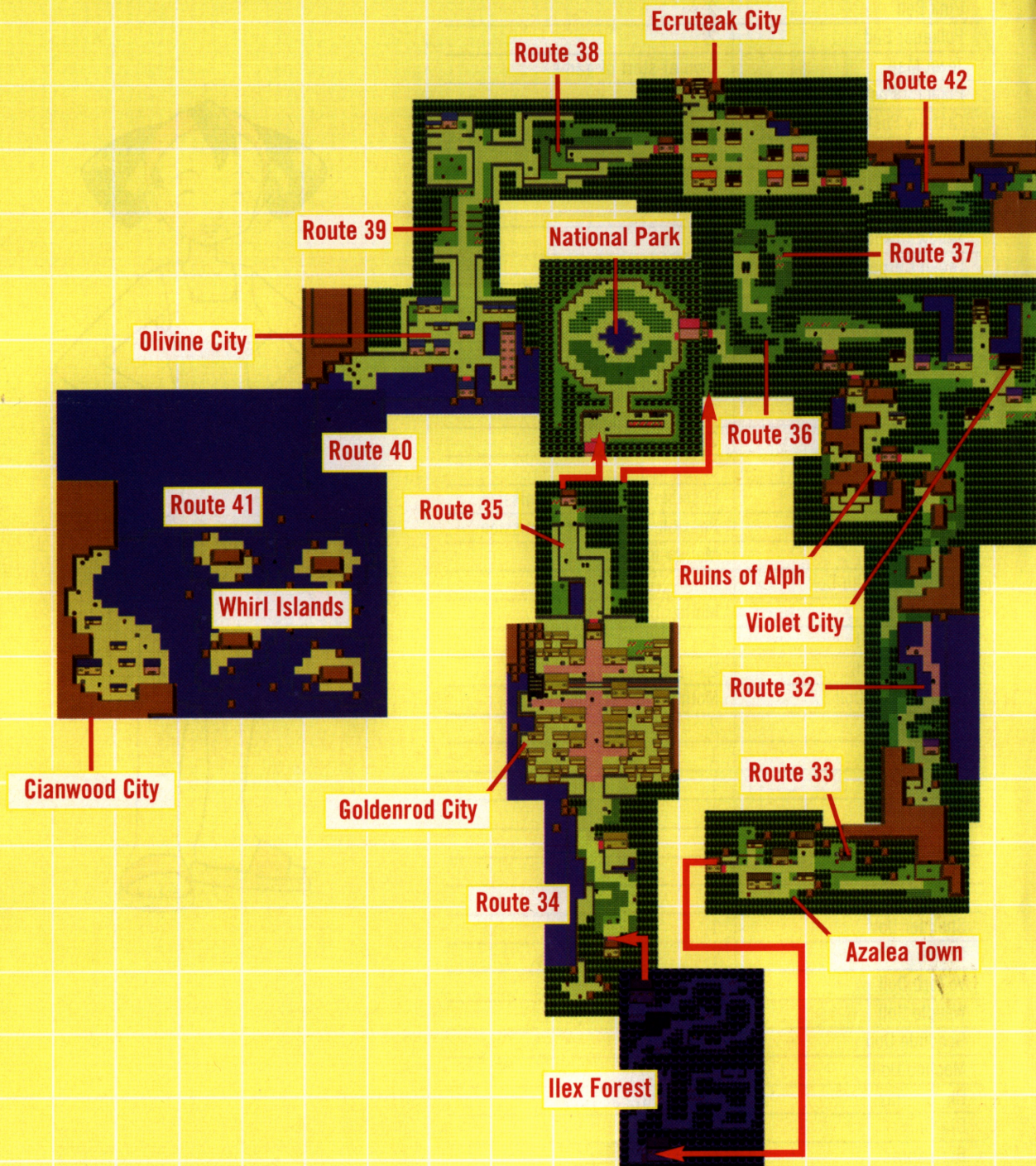
Mystery gifts

After talking to a young girl on the fifth floor of the Goldenrod City Dept. Store, you will gain the ability to exchange Mystery Gifts with your friends through the **IR-Device**. You can do this several times a day with different friends, and the gifts you give and receive are random. Following is a list of the possible gifts, which are decorations for your room at home. The rarity ranges from 1 (most common) to 4 (very rare). Also, some of the gifts will be purchased by your mother if you have been storing money with her, and the amount stored reaches a certain number.

item	rarity/info
Feathery Bed	Own at start of game
Pink Bed	2
Polkadot Bed	2
Town Map	Own at start of game
Pikachu Poster	3
Clefairy Poster	1
Jigglypuff Poster	1
Red Carpet	3
Blue Carpet	3
Yellow Carpet	3
Green Carpet	3
Magnaplast	2
Tropicplant	2
Jumbopland	3
NES	2
Super NES	1
Nintendo 64	2
Virtual Boy	3
Gold Trophy	Possible stadium transmission
Silver Trophy	Possible stadium transmission
Pikachu Doll	Mother buys at 50k
Surfing Pikachu Doll	4
Clefairy Doll	Mother buys at 30k
Jigglypuff Doll	1
Bulbasaur Doll	2
Charmander Doll	Mother buys at 10k
Squirtle Doll	2
Poliwag Doll	1
Diglett Doll	1
Staryu Doll	1
Magikarp Doll	1
Oddish Doll	1
Gengar Doll	1
Shellder Doll	1
Grimer Doll	1
Voltorb Doll	1
Weedle Doll	1
Geodude Doll	1
Machop Doll	1
Big Snorlax	Mother buys at 100k
Big Onix	3
Big Lapras	4
Normal Box	Comes with trophy
Gorgeous Box	Comes with trophy



johto world Map





pokemon type combat chart

		defending pokémon type																
		Normal	fire	water	electric	grass	ice	fighting	poison	ground	flying	psychic	bug	rock	ghost	dragon	dark	steel
attack type	Normal												✋	🚫			✋	
	fire		✋	✋		★	★						★	✋		✋		★
	water		★	✋		✋				★				★		✋		
	electric			★	✋	✋				🚫	★					✋		
	grass		✋	★		✋			✋	★	✋		✋	★		✋		✋
	ice			✋		★	✋			★	★					★		✋
	fighting	★					★		✋		✋	✋	✋	★	🚫		★	★
	poison					★			✋	✋			★	✋	✋			🚫
	ground		★		★	✋			★		🚫		✋	★				★
	flying				✋	★		★					★	✋				✋
	psychic							★	★			✋					🚫	✋
	bug		✋			★		✋	★		✋	★					★	✋
	rock		★				★	✋		✋	★		★					✋
	ghost	🚫										🚫			★		✋	✋
	dragon															★		✋
	dark							✋				★			★		✋	✋
steel		✋	✋	✋		★							★				✋	



More Effective



Less Effective



No Effect

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